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Nintendo®

MAGAZINE SYSTEM

ISSUE #31 OCTOBER '95

THE BLOOD & GUTS ISSUE

MORTAL KOMBAT 3 & DOOM

plus

THE MASK

THEME PARK

BOMBERMAN 3

DONKEY KONG LAND GUIDE

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COVER STORY

They said it couldn't be done! But it's official, both Mortal Kombat 3 and Doom will be available for the Super NES THIS YEAR!!! Yippee! Wahoo!!!!. This is proving almost too much excitement for Andrew who has had to be put on a course of Prozac.

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THE FRONT PAGE

MOI? UPSET?

It has been said that I may possibly have been a little strong on the state of the world of Nintendo. But I think that the facts stand for themselves. I note that most of the overseas gaming mags, especially those from the UK, have letters pages filled with the diatribes about the prices of games, the availability of games and the fact that the release of the Ultra 64 has been put back to April 1996.

Unfortunately the situation is even worse here.

The cost of games hasn't really dropped significantly, even though the release of Nintendo's answer to sliced bread - the Ultra 64 - is around the corner. Sure the price of first party games (those that Nintendo develop themselves like the Kirbys and the Donkey Kongs) have mostly taken a drop. But the few third party games that there are are still coming in, rather outrageously I might add, over the $100 mark.

Now, let's get onto the subject of availability of games. Nintendo release maybe a couple of games a month. Okay, that's fine. That's about the normal frequency of their releases. But the only other game distributor in this country is suffering because just about every game developer on the planet is sitting around twiddling their thumbs waiting for the release of the Ultra 64.

Where does this leave the rest of us who don't always feel like playing Kirby? As we know, competition is the name of the game when it comes to keeping those game developers honest (otherwise they'd be constantly trying to pass off crap games as the ultimate Nintendo experience - it's a bird! it's a plane! it's another movie license!). Sure the standard of Nintendo-developed games has always been high, but the standard and availability of Super NES games could drop significantly. Then we'll see it go the way of the NES.

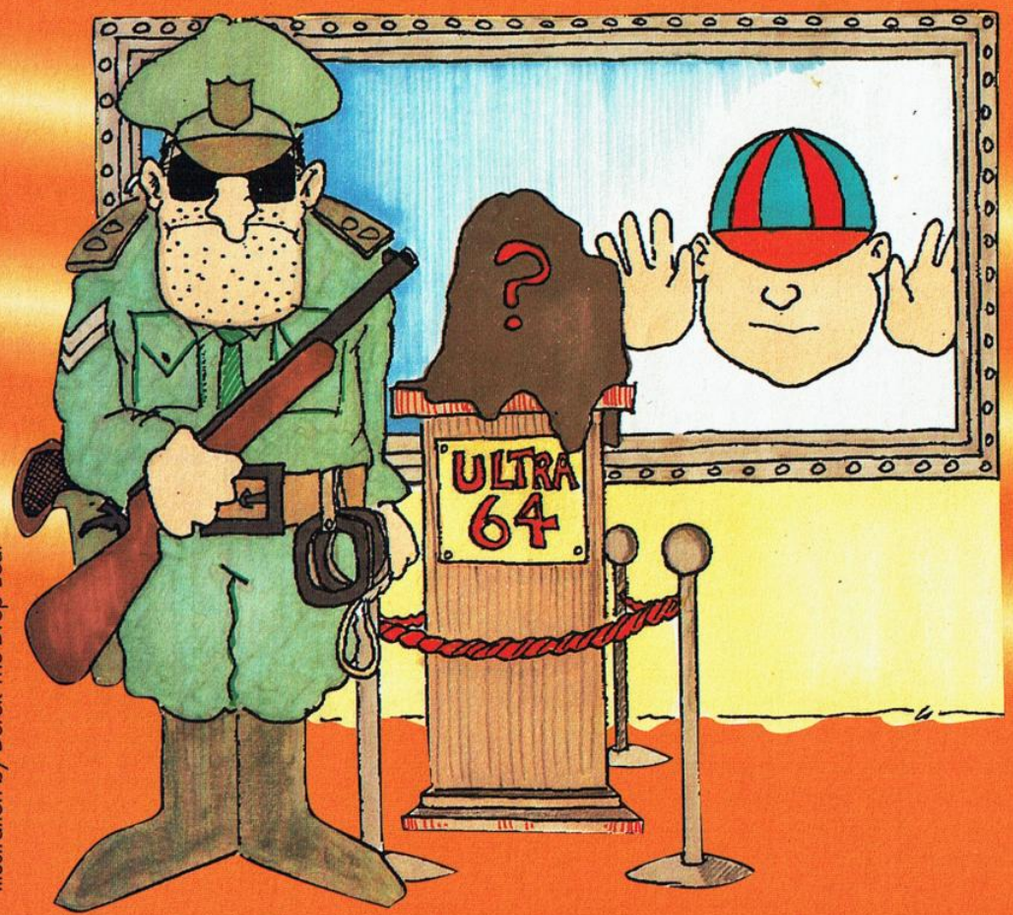
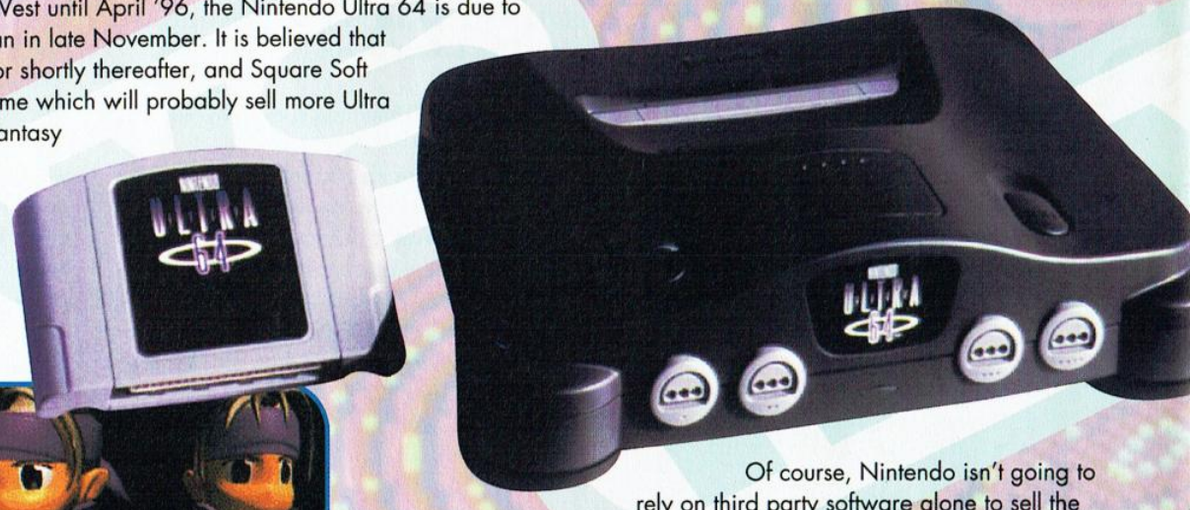


Illustration by Derek The Drop-Bear

NINTENDO NEWS NETWORK

ULTRA 64 FANTASIES

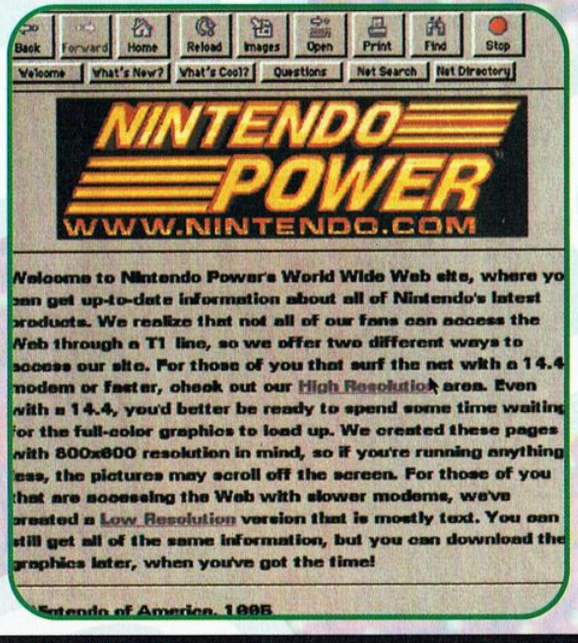
Although not scheduled for release in the West until April '96, the Nintendo Ultra 64 is due to be unveiled at the Shoshinkai show in Japan in late November. It is believed that the NU64 will be released in Japan then, or shortly thereafter, and Square Soft has released preliminary pictures of the game which will probably sell more Ultra 64 units over there than any other - Final Fantasy VII. The Japanese love their RPG adventures and the Final Fantasy series is very close to their hearts, so if the seventh instalment appears on the NU 64, everyone will buy Nintendo's new machine, if only to play FFVII.



Of course, Nintendo isn't going to rely on third party software alone to sell the NU64, no matter how good it is, and the big N's internal game development teams have been working overtime to make sure the first batch of titles will be perfect. As usual, no specific details have been announced, but expect Ultra 64 versions of all your favourite Super NES games, including Metroid, Zelda, Starwing, Kirby, F-Zero and, of course, Mario and Yoshi. Rare is also believed to be working on Ultra 64 versions of Battletoads and Donkey Kong, among others.

Nintendo on Line

Nintendo Of America's official magazine, Nintendo Power, has gone online with its own web site on the net. The Nintendo Power site features all the best bits from the subscription only mag and offers users all the latest Nintendo-related news straight from the horse's mouth. All official press releases can be downloaded, as well as the latest screen shots of new games. The Nintendo Power home page can be found at the following address: http://www.nintendo com.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created a Low Resolution version that is mostly text. You can
still get all of the same information, but you can download the
graphics later, when you've got the time!
Nintendo of America, 1995

Zelda in Space

Japanese gamers were recently treated to a new Zelda game exclusive to Nintendo's BS-X Satellaview system. For four weeks on Sunday nights, Satellaview owners were invited to take part in the game which each week had further areas made accessible to players. The game itself was very similar to the original Legend Of Zelda on the NES, although it was not really a true continuation of the Zelda series we know and love.

This was the first major gaming event for the Satellaview, which started service in Japan in April this year, and Nintendo plans to feature more events in the future. Unfortunately, there are no such plans for a similar service in Australia, although the Nintendo Ultra 64 is believed to have facilities for 'down the line' dispersal of games.

More Mortality

Just when you thought you'd learnt everything there was to Mortal Kombat 3, Midway unleashes an update that effectively turns it into Mortal Kombat 3 1/2! The new program features three new backgrounds and five new fighters - Kitana, Mileena, Scorpion , Reptile and a new secret character - as well as hundreds of new moves and fatalities! Look out for an updated MK3 machine in your local arcade now!

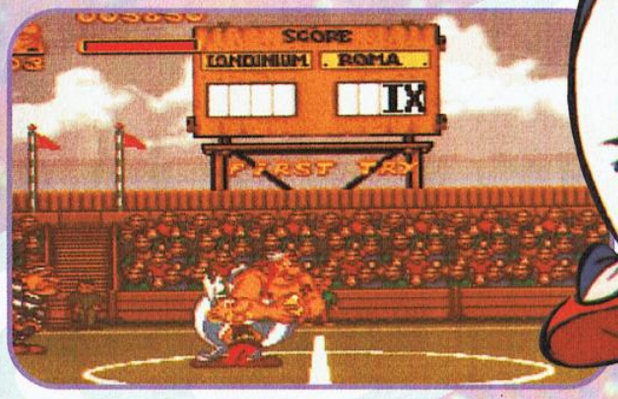
The Super NES version of Mortal Kombat 3 should be out by now and we'll have a full review next month.

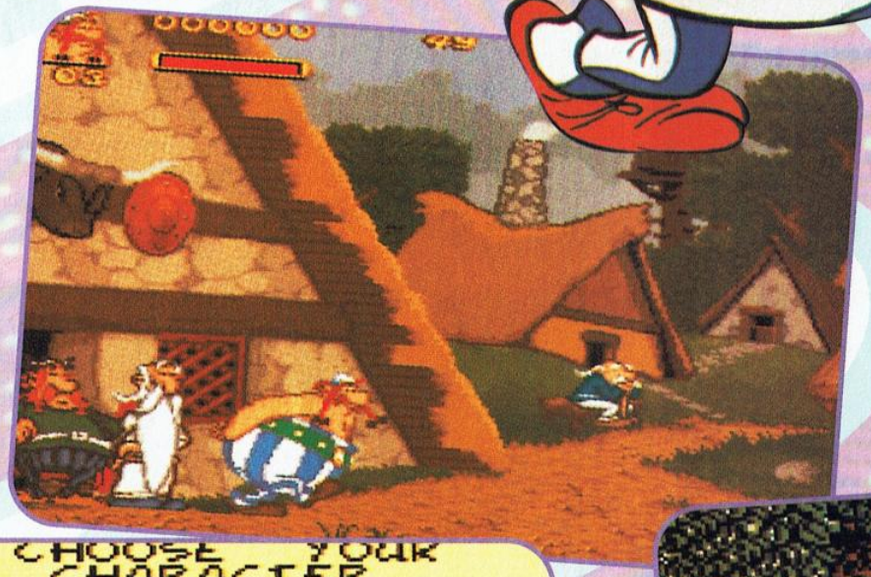
NEWS

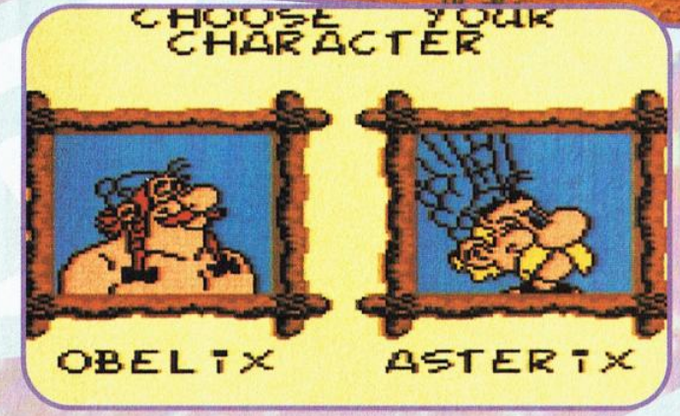
What's In The Bag, Man?

Despite his enormous bulk, Obelix has always been left in the shadow of his more popular companion, the feisty little Asterix. That may be about to change, however, when Obelix gets his own Super NES and Game Boy games, courtesy of Infogrames.

Like any popular Asterix/Obelix scenario, this one takes place in the Roman Empire, at the time when they were trying to convert the Gauls over to their cause. Though the game is centred around Obelix's rather large person, players in both versions of the game may also elect to have Asterix represent them. In the Super NES version, two players may undertake the Roman bashing session side by side. The proposed objective is to have Obelix and/or Asterix travel around the world collecting souvenirs. We're not quite sure why, though. Perhaps the Romans appreciate a lot of tat, and have agreed to clear off if they're presented with miniature Eiffel Towers and the like?







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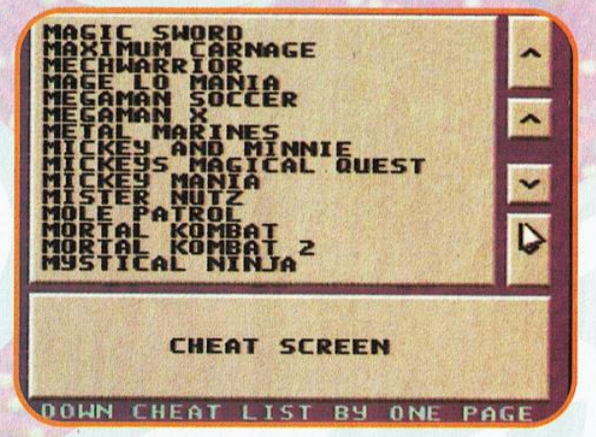
NEWS

ACTION REPLAY 3

Of all the peripheral devices available for the Super NES, without a doubt the most useful is the Action Replay from Datel Electronics. The Action Replay lets you break into the code of Super NES games, so to speak, and allows you to alter parameters such as the number of lives, levels of energy, weapon power-ups and other such things. Datel has just released the Action Replay 3, and it's crammed with more features and improvements over the previous version than you could imagine. Ever had a game come up with "THIS CARTRIDGE IS NOT INTENDED FOR USE WITH YOU SUPER NINTENDO"? If you have, you'll no doubt be over the moon to hear that the AR3 can over-ride the ridiculous security measures. Other new features include a redesigned interface, a built-in library of codes for hundreds of games, the ability to turn specific codes on or off without resetting the Super NES and a facility for converting Game Genie codes for use with the Action Replay! There's bound to be many more surprises lurking inside the AR3 and we'll discover them next month when we take an in-depth look at it.

The Action Replay 3 is available now for $99.95 and is distributed in Australia by Kaylee Computing (09) 310 1962.



MY, THAT'S A BIG ONE!

Any opportunity to use a line from our favourite Dirty Harry movie, the 'big' in the title of this news item refers to the memory size of Namco's forthcoming RPG, Tales Of Fantasia. 48 megabits of adventuring and lush graphics, but mostly audio samples, await purchasers of this cart, due out in Japan at the end of the year. The huge amount of memory is due to the vast number of speech samples which are played every time one of the characters casts a spell, or stops to tie its shoelaces. Don't hold your breath waiting for it to come out over here, though, for translating this game would be a mammoth task and the resulting cart would no doubt cost a fortune, although the target price for Japan is equal to most 24 and 32 Mbit games.

Ranma Puzzle

One of our favourite Japanese manga and anime stories is Ranma 1/2, so it's good to see yet another game based on the exploits of the lad who turns into a lass when he gets wet and his panda morphing papa. But wait! This isn't another dodgy beat 'em up, it's a puzzle game set firmly in the style of Kirby's Ghost Trap. Players can choose between a variety of coloured objects or have faces of Ranma 1/2 characters fall down in place of blocks, and the gameplay has a bit more strategy to it than most falling-block games. Ranma fans should look out for it on import now.

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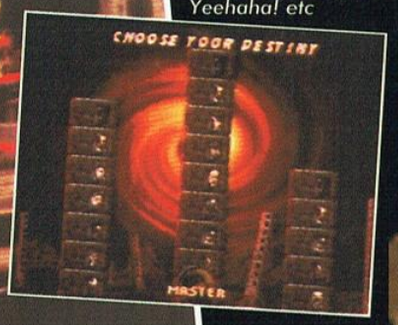
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM



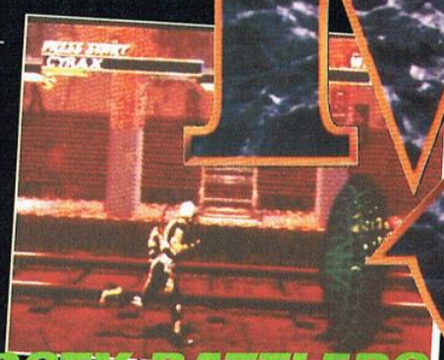
(BELOW) There are three paths to true wisdom in MK3 - all littered with the corpses of the foolhardy. Yeehaha! etc

Beat 'em ups are the new Rock and Roll! Never has there been a year where so many of such high quality have been released - and all at a time when industry bods are predicting the demise of the Super NES! There can, however, be only one absolute champion. Could Mortal Kombat 3, Williams' latest battler, be a contender for that title?

When you think about it, Beat 'em ups are the least likely of game genres to need a storyline, yet they've all got one - usually laden with woeful tales of sword, sorcery and general mystic gumbo. Take MK3, for example. The needless storyline used to justify the excessive amounts of violence tells of an Earth in the near-future. A barren Earth, laid waste by the evil Shao Kahn who has opened a portal from the Outworld, his plan; to possess the souls of all Earth people and turn the planet into another Outworld! Desperate times require desperate measures, so it falls to a selection of the Earth's greatest warriors to take up the quest to vanquish Kahn once and for all. A task which, peculiarly, appears to involve a series of combat tournaments and not a series of tactical nuclear strikes. Things must be bad...

FATAL DISTRACTION

Mortal Kombat fans looking forward to a bloody splatterfest in MK3 are going to be a little disappointed, as the overall 'gore factor' in the game is, if anything, less than the visceral MK2. That's not to say that the game is without enough stuff to turn your stomach and ensure that the moral majority tries to prevent you owning a copy. Each of the fourteen characters now boasts two distinct fatalities which we're assured are nasty enough for the MK diehards. The programmers have also included a couple of new ways to add interest to the proceedings, as you will soon find out.



14 BLOODTHIRSTY BATTLERS WITH BAD ATTITUDES! NINE TOTALLY NEW CHARACTERS TO CONQUER! PREPARE YOURSELF FOR THE BATTLE SUPREME!

MERCY, MERCY ME

MK3 provides players on the brink of victory to show their opponents a little kindness - the Mercy moves. These are performed just as the game demands "Finish Him!". If executed correctly, the loser is given a little bit of energy allowing them to fight on. On the one side, such a feat could be construed as an act of generosity, although the reality is that winning gamers will only use it to prolong the agony and kick ass a second time.

I'LL BE YOUR DOG

This time round the Animalities are in! For those of you who've had your heads in dark, damp places these moves transform the losing combatant into a small, defenceless creature. But don't worry, this is only a temporary humiliation that lasts only as long as it takes the victor to raise their leg and stamp on you! There is however, a way of turning this situation around, check this: By performing a Mercy and then following it up with a special combination you, the victor, become the animal - Nightwolf, for instance turns into a ravenous wolf, devouring his prey with little thought for table manners. Eeyurgh!

GAME DATA

- GAME: MORTAL KOMBAT 3
- BY: WILLIAMS
- RELEASE: OCTOBER
- GAME TYPE: BEAT 'EM UP
- PLAYERS: 1-2
- CART SIZE: 16 MEG

14 WAYS TO DIE, CHOOSE ONE...

What with two other Mortal Kombats tournaments already having occurred, it comes as no surprise to learn that there have been a few casualties and not all the previous Kombateers have made it through to battle number three. Call it natural wastage. There are, however, fourteen player-selectable characters in MK3, which is more than the previous two, and a total of nine wholly new characters. Let's meet them all.

JAX: Jax is the first of the battlers from MK2 to survive - although hardly intact. It seems that, somewhere along the line, someone has given him a nasty taste of his own medicine and ripped his arms off! Every cloud has a silver lining, though, and the new Jax has two bionic arms instead. Much more powerful and capable of letting off the occasional missile or three.

LIU KANG Liu Kang is a veteran of all three Kombats. A feat which must make him either ridiculously hard or incredibly stupid! This member of the secret White Lotus society has not changed his Shaolin ways much over the years - his signature flying kick remaining as potent as ever. A character for beginners, methinks.

KUNG LAO Fresh from his successful debut in MK2, the cat in the hat is back and, well, pretty much intact. In fact, apart from being slighty better drawn, there appears to be little difference in his moves. Moves which are not to be sniffed at, nonetheless. His deadly 'titfer' is more ruinous than ever and he appears to have spent a bit of money on himself, if his nifty new look is anything to go by.

SHANG TSUNG A man of many faces indeed - as proven by his ability to morph into practically any character in the game. Shang Tsung's real skills come in his fir manipulation abilities. His standard move is his fireball, but his real piece de resistance is a move that has flames leaping from the ground around the opposing player. Toasty!

CYRAX Sub Zero must have upset someone when he quit the Lin Kuei Clan, for two psychotic Ninja droids - Cyrax and Sektor - have been dispatched to assassinate him. Cyrax, like his co-droid Sektor, has use of missiles and flame-throwers as standard. His personal speciality is a self-destruct move that severely damages the opposition. Fortunately he is able to reform after this cataclysmic trick.

SHEEVA Imagine Goro, but in hideous female form and you'll be close to envisaging the unlovely Sheeva. In fact, she's pretty much an exact replica, right down to the calamitous stomping move, the teleport and the four arms. Fancy a nice hug anyone?

NIGHTWOLF A spiritual native American warrior. Don't let the fancy feathers in his hair distract you, this guy fights dirty. Close up attacks include tooth-loosening uppercuts shoulder charges to leave you breathless. A glowing shield provides his defence. Bit of a dark horse, this lad.

SONYA Token babe of the original Mortal Kombat and passed over in favour of the altogether prettier Mileena and Kitana in MK2, Sonya is back and the only Earthling female which, I suppose, makes her the token babe in MK3 too. There's nothing cute about her moves though and her improved bicycle kick is both awesome to behold and devastating to receive.

SUB ZERO Another survivor of all three Kombats. This time, though, his mask's removed, the gloves are off and Sub Zero means business - with several ways of chilling opponents out up his frozen sleeves! His ice blast is there and is augmented by a new special that produces a refrigerated replica of himself that freezes all those who stray too near. Brrr.

KANO He's bad to the bone and, boy, is he ever ugly with it. This tin-headed member of the nefarious Black Dragon gang has a particularly unpleasant line in headbutts. His rolling attack is in there too and his laser-powered eye brings a whole new meaning to the phrase "if looks could kill."

STRYKER This distinctly Californian-looking dude is a member of the crack SWAT team that was originally assigned to thwart Kahn's invasion of the Earth. A task they obviously failed to complete. Stryker is an explosives expert and is trained to make painful use of his happy stick. So no laughing about the fact he wears his baseball cap back to front.

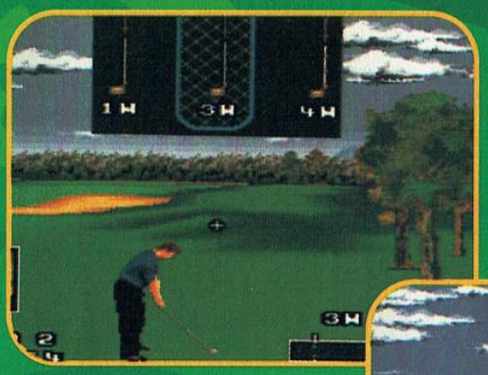
SEKTOR It's the return of the old MK trick of using the same sprite but in two different colours! Sektor does have his own distinct differences from his partner in crime, Cyrax. How do a pair of powerful cyber-arms that Sektor keeps hidden in his chest grab you? In a very excruciating manner, I should think.

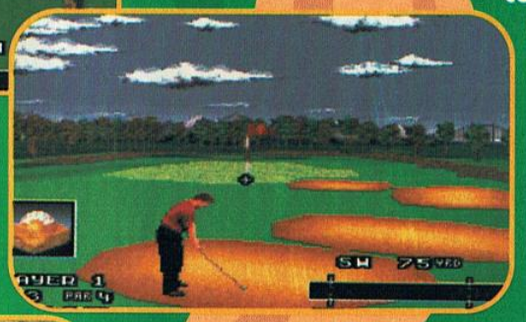
SINDEL Believe it or not, Sindel is Kahn's missus! But given her alarming scream attack, her fireball moves and her ability to perform controllable airborne manoeuvres, the two of them seem like a match made in hell. I most certainly do not fancy yours mate!

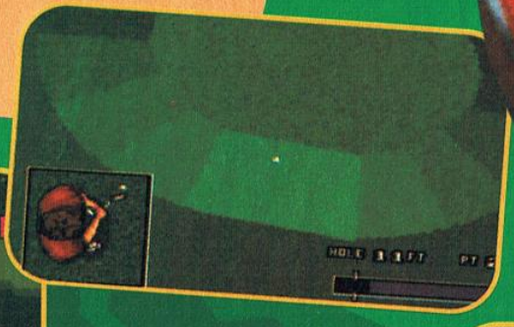
KABEL Part human, part food mixer. This character has replaced Shang Tsung as Kahn's favoured fighter. He has a tasty long-range fireball attack and possesses a special spinning move that disorientates the opposition momentarily, leaving them open to attack.

golf, like many other sports, has been converted to various video game formats numerous times, however, good examples on the super nes are few and far between.

but all that may be about to change with the release of virgin's world masters golf, previously referred to in nms as gourad golf. this game promises just about everything a golfer could want - untold degrees of ball control, unique mode 7 sequences, a host of challenges, four full-sized and very tricky courses and eight player compatibility!



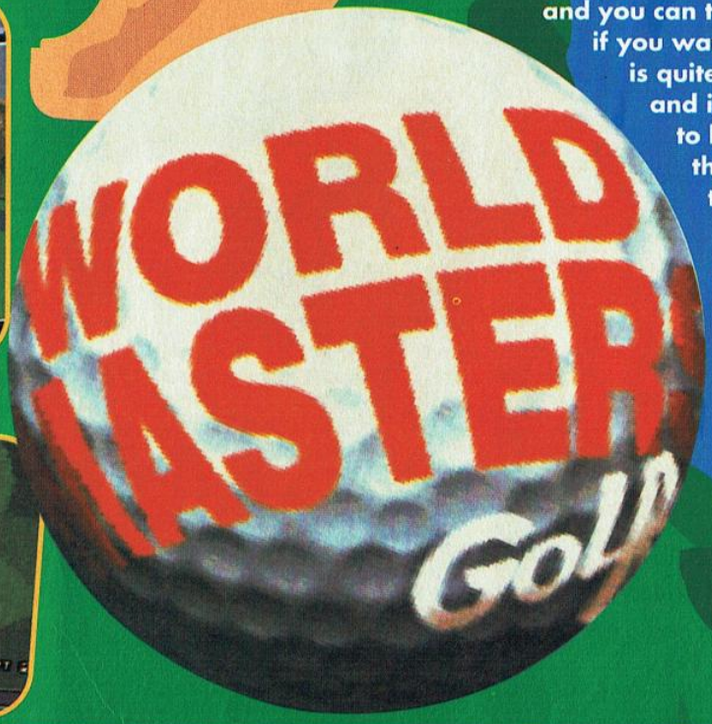




OUTSTANDING FEATURES!

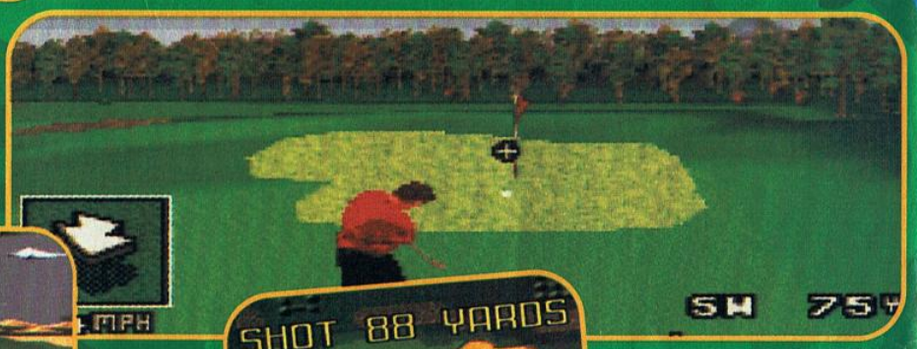
One of the outstanding features of World Masters Golf is the quality of presentation. Of course, this doesn't guarantee that it plays well, but it helps. For instance, the overhead preview of the course is accessible at any time, allowing players to judge their shots better, and it's in glorious 256 colour detail. Another welcome feature is a flag icon which, when requested, indicates the direction of the pin.

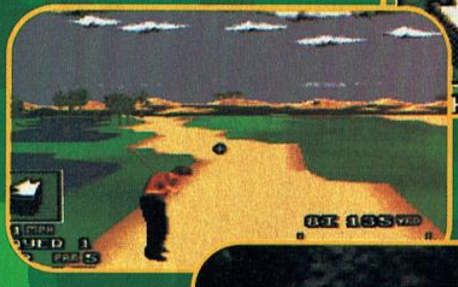
One of the nifty graphical features is the way the camera follows the ball through the air Mode 7-style after it has been hit by the player. This doesn't affect the game play in the slightest, and you can turn it off if you want, but it is quite cool and it's nice to know that it's there.

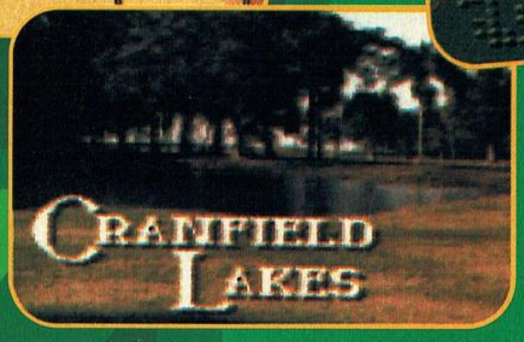


BUT WHAT ABOUT THE GAMEPLAY?

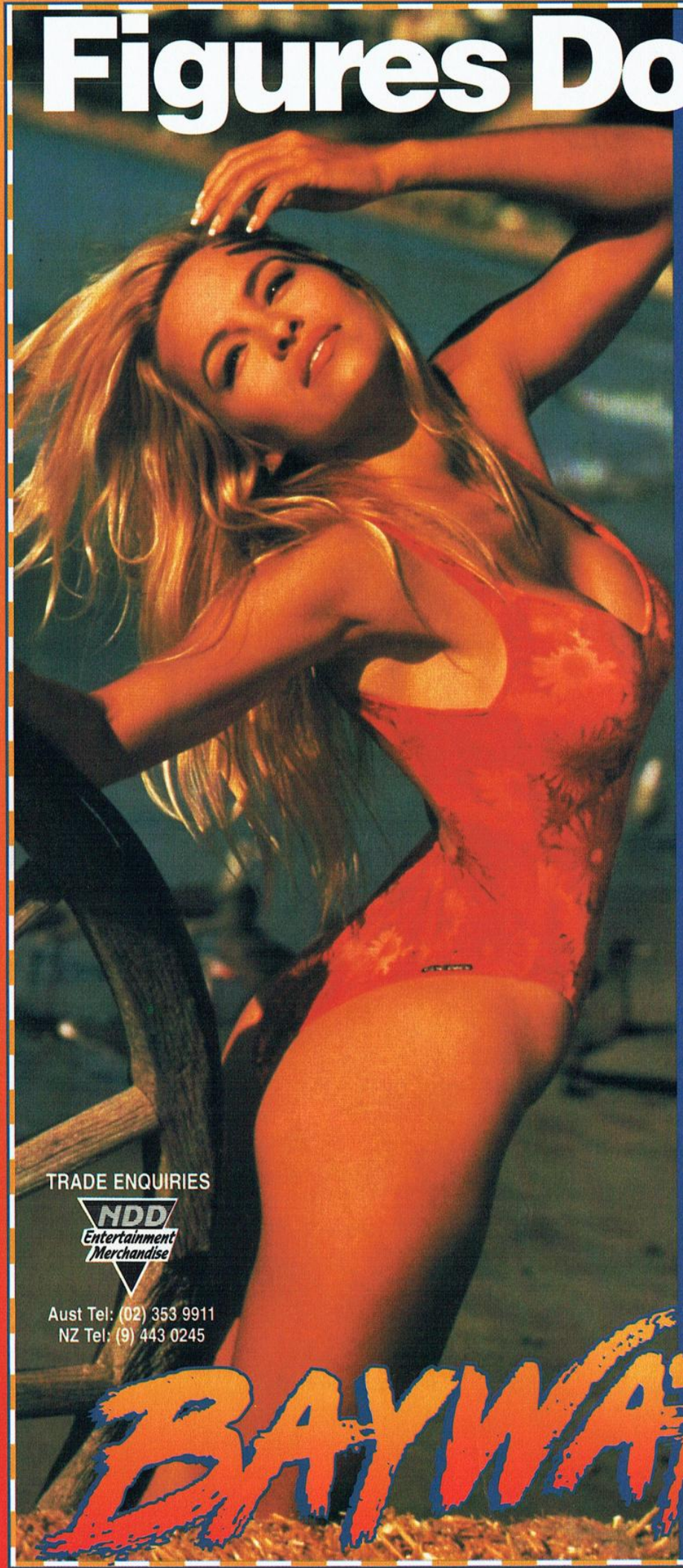
No matter how many outstanding features and luscious graphics a game has, it's the quality of gameplay that counts when it's time to hand over the bucks. Fortunately, our initial experiences with World Masters Golf have been most favourable and it looks set to become the golf game of choice for connoisseurs. WMG is currently under consideration for release in Australia and with any luck should be on the shelves by Christmas. Stay tuned for the full review.





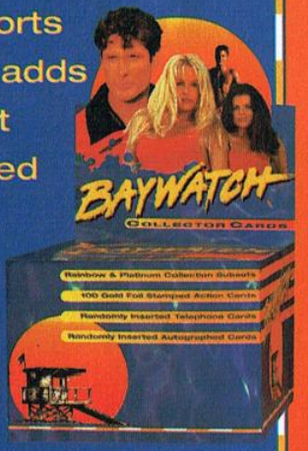


Figures Don't Lie



One billion Baywatchers can't be wrong. Pre-sales indicate that the most popular television show in the world is now the most popular entertainment card ever. Capturing California sun and fun, The Baywatch Collection features stars whose celebrity outshines the TV screen.

The foil-stamped base set is only eclipsed by the randomly inserted Rainbow and Platinum Collections. Other highlights include Autographed Cards and the all new Baywatch Phone Cards from Sports Time, Inc. It all adds up to a product that is calculated to take the industry by storm.



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The latest Super NES instalment to Konami's Castlevania series isn't a sequel to Super Castlevania IV, but a conversion of the Japanese PC Engine game Dracula X which was released in 1993 and, as such, it's not quite what you might expect from a Castlevania game.

CASTLEVANIA
Vampire's Kiss

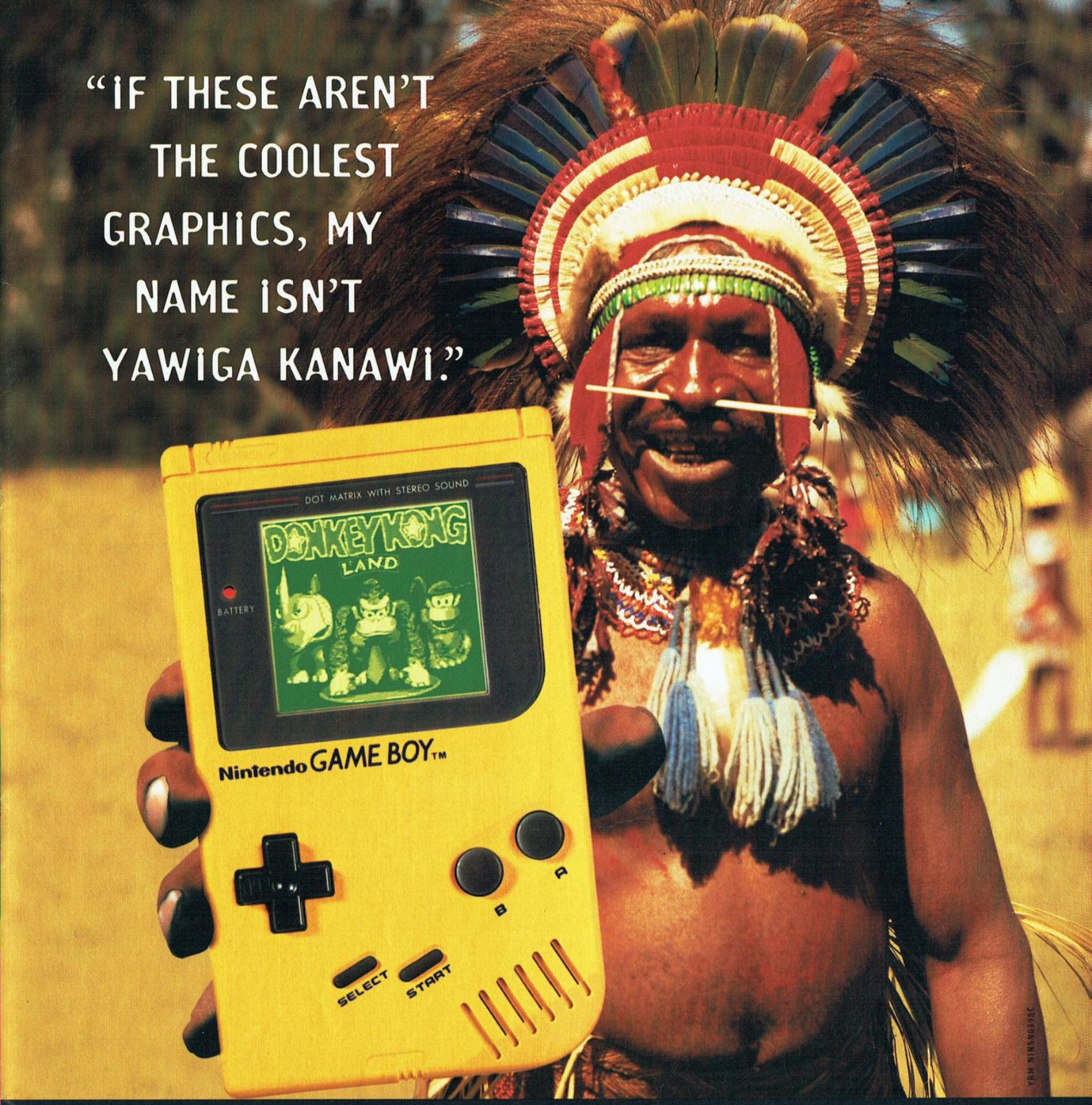
ANCIENT HISTORY

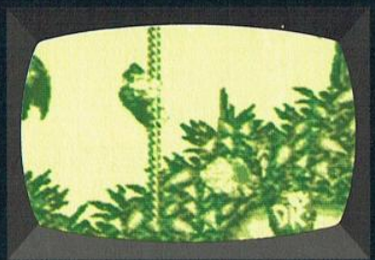
The events in Vampire's Kiss take place centuries after Simon Belmont banished Count Dracula's immortal soul to hell. According to legend, the Evil One can never truly die and has proved as much by returning to wreck his vengeance on the Belmont Clan once more. Now it is the young Richter Belmont's turn to stand between darkness and the rest of the world, armed with the infamous Belmont whip used by his Vampire Hunter ancestors to keep Dracula and his Dark Forces in check for centuries past.

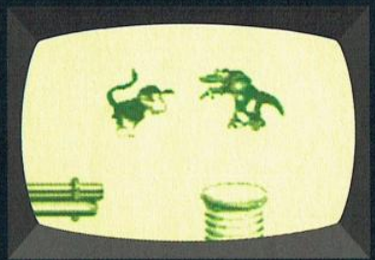
MUMBO JUMBO

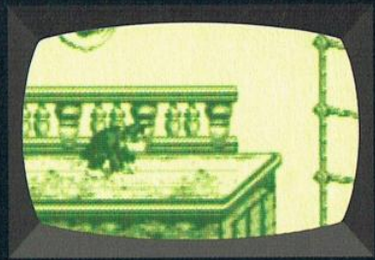
Richter has discarded many of his predecessors' whip routines in favour of a spectacular line-up of magic spells, summoned through the mystical range of accessories available to him. He's also given the option to switch between items for a limited time after first picking one up, meaning he's less likely to be landed with something inappropriate. In addition, Richter has also perfected an evasive back-flip manoeuvre to allow him to quickly avoid trouble or reach otherwise inaccessible places.

"IF THESE AREN'T THE COOLEST GRAPHICS, MY NAME ISN'T YAWIGA KANAWI."









"The computer rendered graphics aren't the only wild thing about Donkey Kong Land.
Check out the four new worlds, 30 new levels and all new monkey mincing bad guys.
But you know what's best, it's all on Game Boy, so I can play it on my way to the mall."

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AND SUPER GAMEBOY

BATMAN FOREVER

Yet another Hollywood film claiming to be *'The hit movie of the year!'* Batman Forever has spawned the inevitable Super NES game which should be available any day now. Let's see what's in store, shall we?

Now that's a low blow if ever there was one!

"Nice car, mister. Mind if I kick the tyres?"

NEW, IMPROVED CRIME

Super Heroes may be necessary to preserve the safety of their home city and to protect all good citizens, but these vital vigilantes have to keep up with the times if they're not to fall into obscurity. Therefore, every few years or so, when fashions change and public opinions turn, these care takers of the common man must also reaffirm their identity in society. Now we're living in 1995 and a Super Hero needs to have an image befitting of these turbulent times. The police can take care of petty street crimes, so it's up to the Caped Crusader to tackle the crimes that shock the public's sensibilities. Environmental terrorists and other morally despicable types beware, for Batman has come out of the closest and, along with his trusty sidekick, Robin, undergone a costume change. With any luck people will be talking about Batman forever, or at least until the next Super Hero gets a facelift.

ACTION MAN!

Like any good action movie license worth its salt, Batman Forever, the video game, takes the form of a side-scrolling platform-based beat 'em up. Nothing new there, but before you reach for the remote, Acclaim's Batman Forever press release claims that the game not only features *'amazing computer rendered graphics'*, *'incredible weapons'* and *'digitised characters'*, but that it is *'the only game this year to offer two game types in one.'* Yes, we know you've heard all that sort of stuff before, but the two games in one claim refers to the level of sophistication of the action. Basically, the programmers have attempted to incorporate Mortal Kombat-style game play and moves into a standard scrolling platform game, the end result being a more or less continuous beat 'em up. Of course, no beat 'em up is worth looking at if there's no two-player mode, and in Batman Forever the second player gets to be Boy Wonder, Robin, who in the game is armed with a big stick.

LOOKS GOOD IN LYCRA

Gamers of today demand not only top notch game play in a title, but also the most technologically advanced graphics, and in this department Batman Forever is most well endowed. Stunt men from the movie have been filmed in costumes to *'authentically capture the theatrical detail and movement of the characters'*, and the result is one of the best looking action games yet seen on the Super NES. Also, many of the backgrounds are scenes taken straight from the movie and some contain interactive elements such as computer terminals.

Batman and Robin carry with them their trusty utility belts which can be equipped with all manner of diabolical devices at the start of the game. Special attacks can be performed throughout the game in a similar way to the specials in Mortal Kombat, and often the caped crusaders will have to face several thugs at once, many of which are armed with nasty weapons such as cattle prods and other offensive implements.

"Excuse me, sir, would you happen to know what time the train comes in? I think it's running late again."

Batman and Bugsy had been dancing for fourteen and a half hours when all of a sudden Bugsy collapsed of heat exhaustion.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ID/WILLIAMS
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** THRILLER KILLER
- **CART SIZE:** 16MBIT FX

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Stage/difficulty

GAME INFO

- **GAME ORIGIN:** Faithful translation of the PC phenomenon. Doom is another game that was expected to head the NU 64 launch – but here it is on the Super NES!
- **GAME DIFFICULTY:** Tough
- **SCORE TO BEAT:** Banish the demon hordes back to hell!
- **ALTERNATIVES:** Wolfenstein – if you're desperate!

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Intuitive

X — Toggle weapon

A — Manipulate

B — Run

Y — Fire

L/R — L: Strafe left / R: Strafe right

S — Start: Pause/access menus / Select: Automap on/off

GAME CREDITS

- **DEVELOPED BY:** ID/ SCULPTURED
- **DISTRIBUTED BY:** OCEAN
- **MADE IN:** USA
- **ARTWORK:** © OCEAN 1995

Is that a BFG 9000 in your pocket, or are you pleased to see this game! Of course you are! It's Doom – the ground-breaking PC game originally destined for NU64, on Super NES!!! With the aid of their FX2 chip, Nintendo's 16-bit system comes that much closer to becoming the 'Next Generation' slayer promised earlier this year.

NMS SEAL OF QUALITY SEAL

Exclusive®

Doom is world-renowned for its specialist brand of Seek and Destroy gameplay – placing the emphasis on killing, and the required tools in your hands. If this all seems too extreme, rest assured that the recipient of your vented anger is no better than repulsive hell-spawn. This here is the classic good versus evil scenario, only this time the action is presented as in-your-face real-time 3-D! The power of Nintendo's FX2 chip, combined with the programming talents of Sculptured Software – who handled MKII so well – have brought it to the Super NES.

You adopt the role of a Marine; deployed to the planet Mars as punishment for assaulting a superior officer. Not much happens on Mars, contrary to what HG Wells might have us believe. However on neighbouring moons Phobos and Deimos it's a different story. Experiments pertaining to inter-dimensional space travel have literally allowed all hell to break loose! Soldiers 'volunteered' to test the necessary equipment on Phobos have promptly returned minus vital body parts – such as their heads. As the panic reaches its crescendo, all communication with the moon is lost. You have no choice but to case this lunar joint, with the slim hope of finding some of your buddies intact. (Yeah, right!)

(BELOW) Lights fail once this key is taken, and Imps rush the darkened room!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

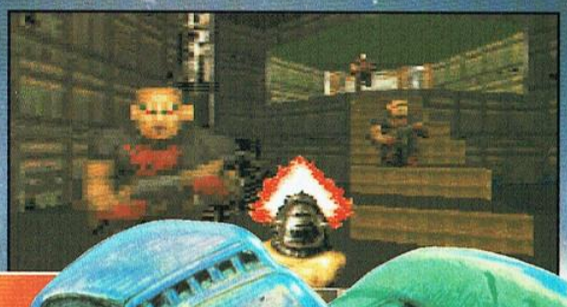
DOOM

YOUR PRETTY FACE IS GOING TO HELL

There's only one way to tackle the demon hordes – head on! In Doom you're not represented by some on-screen hero, you *are* the hero! The only virtual elements are the representations of your hands, and some status info. Otherwise the path ahead is revealed in much the same way as a true-to-life walk around the local super market – only with arguably more raw meat! Each of the 22 worlds in Doom are created real time, which means you are able to move around however and wherever you want. Unfortunately for the weak-hearted, the denizens inhabiting those areas are allowed this freedom too. The only restrictions placed on either side are laid on by doors, traps and treacherous areas underfoot. It is a similar concept to Wolfenstein 3D, another game developed by id, but vastly improved. There's more weapons, greater control, and superior detail all the way.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



GIMME DANGER

What's so unnerving about the enemy in Doom is that it's often unseen, choosing to attack from a cowardly distance. Some demons are even partly invisible, so it's hard to make them out even though they may be staring you right in the face! It's not uncommon to find one clawing at your back either, as not all of them are stupid and use their knowledge of the chambers to tactical advantage. Their blood lust is such that they even attack their own kind! Should you ever wish to pass on a greetings card, with a 'you're much uglier than me' congratulatory message inside, here's who to address it to:

FORMER SOLDIER

Once a Marine, just like you. He's one of the undead now; possessed by an evil spirit which you should exorcise with force. On his own he's not much of a worry, but these fellers usually attack in groups! Use their stupidity against them, by drawing them across each other's fire.

CACODEMON

Stupid name. Stupid face. Clever git! Decided it had no use for legs around 1500 BC, and hasn't looked back. Graduated from Lucifer's College in 300 BC with a Third Degree in burns, and obtained a Masters in Ball Lightning one year later. Is happy to lecture freely on any of these subjects!

LOST SOUL

Never heard the song Amazing Grace when they were alive, and are too far gone to benefit from it now. You thought the house fly buzzing above your bunk was annoying. You're going to really hate these! Unfortunately Lost Souls take more than a rolled-up copy of the Beano to swat them – being most skull-like and bathed in unholy flame.

(ABOVE) Hot game action, eh readers!

IMP

He has horns jutting from almost every part of his abominable form, and serves up fireballs for his guests. Blistering lumps of charcoal aren't so healthy though, as you might expect. Though it takes a few bullets to convince an Imp that its generosity is wholly unwanted!

DEMON

A heavy skeletal frame, bound with knotted muscle, and kitted out with the latest in Hades chic –Drop-Handle Horns and Pandemonium Pincers. Eats lead like it's toffee, though too much makes him feel sick. Enough to keel over in fact. Avoid engaging a demon in unarmed combat. He'll win.

REVIEW

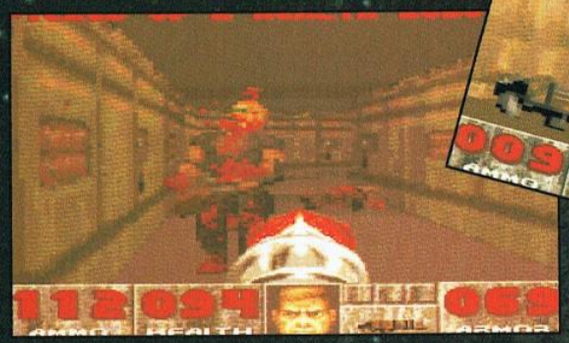
SUPER NINTENDO ENTERTAINMENT SYSTEM

RAW POWER

There are eight ways of defending yourself on this god-forsaken moon; two of which you carry with you at all times. Your fist and a standard issue pistol are enough to let the enemy know your intentions. Bullets are relatively easy to come by, and your knuckles never run out of ammo! Of course it is inevitable that more persuasive firepower is needed the tougher your enemy becomes, so we've listed the options for you here. Unlike the PC version, where every weapon is allocated its own Function Key for access, the Super NES only uses one button, so you have to cycle through each time. This isn't so much of a problem, as you can always call upon your magical powers of time distortion for assistance –ie press the START button to pause the game before choosing a weapon!

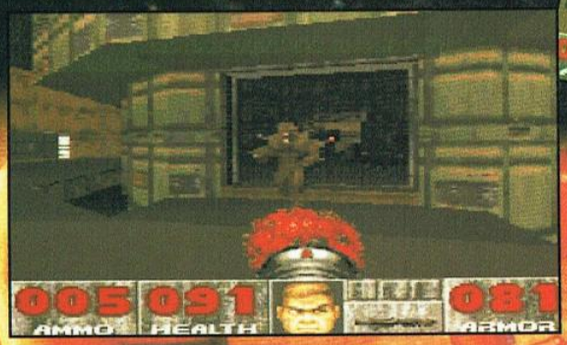
CHAIN GUN

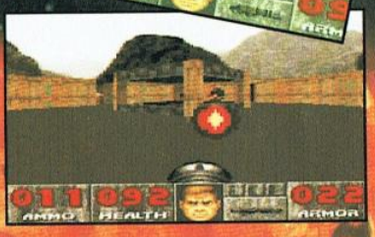
Should appeal to the green fingered, as well as the bloody minded out there. Why, it's just like taking a strimmer to all those nasty little weeds! Only weeds don't scream so loudly, or make quite the same kind of mess.



ROCKET LAUNCHER

KABOOM! Whatever you do, don't let this thing off close to a wall. It's likely to do you just as much damage as the thing you're trying to hit! The instruction manual says it can "turn one bad dude inside-out." Enjoy your lunch.



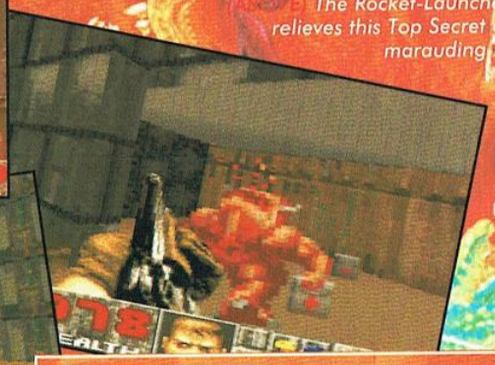


PLASMA RIFLE

Holding this weapon is the closest to heaven a Marine usually gets. Fires the same stuff as comes out of the Cacodemon's maw, which gives you some indication of its power. Would you believe it's rapid fire too! Hasta La Vista, etc.

CHAIN SAW

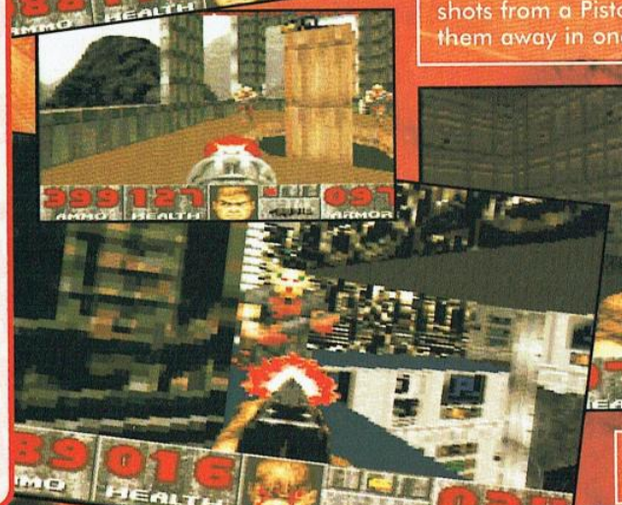
Prevent demons from grazing on you by grazing them first, with THIS! Chainsaws cause untold damage to whatever is crazy enough to venture close enough. Which accounts for just about every diabolical denizen of Doom.



The Rocket-Launcher relieves this Top Secret area of marauding Imps.

SHOTGUN

Obtaining the shotgun for the first time is kind of like discovering an oasis in the middle of a desert. Such relief! Imps require around five shots from a Pistol to fall. A Shotgun blows them away in one!



BFG 9000!!!

Nirvana.

COMMENT

PAUL

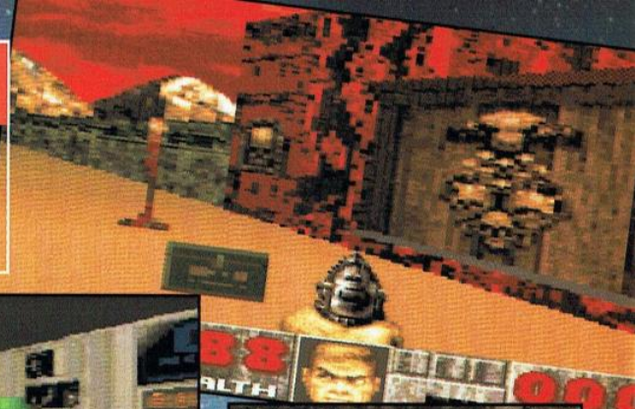
Nothing can prepare you for the shocking realism of Doom, and the Super NES version is frighteningly close to the original. So much so that it's easy to forget this not running on a PC. Nonetheless clues are visible. The display is reduced to around 75% of the screen, and all texture mapping ends where the floor and ceiling begins. Minor cosmetics. Otherwise 22 from a possible 27 stages of game remain faultlessly preserved, and the detail is very good indeed. Sculptured have skilfully ported over the exact feel of the PC game, and adapted the control to suit the Super NES controllers perfectly. Only weapon selection is a tricky business, with only one button assigned where the PC benefits from numerous Function Keys. This small problem is solved by pausing the game to make your selection. It's difficult to put down on paper the chilling drama of Doom, except there's a such a strong feeling of 'being there' that the slightest noise or change in lighting has you jumping out of your skin. Super NES Doom is guaranteed to put a rictus on the face, and a stain in the pants of whoever dares play it!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

HARD TO BEAT

Succubus, Incubus, Belial and the like have not the faintest understanding of our earthly needs. Otherwise they would have incinerated the erstwhile Marines' supplies long ago...



MEDKITS

Two sizes. The smallest, a Stimpack, only patches you up for a while. Roll over the full-blown article however and you become Captain Healthy once more.

ARMOUR

Again, two types: One lightweight, or 'Security,' the other heavy duty, or 'Combat.' The former, coloured green, lessens the damage of most body blows. For ultimate protection, however, you need to look out for the blue-coloured Combat gear, to deflect the kind of assault coming your way deeper into the mission.

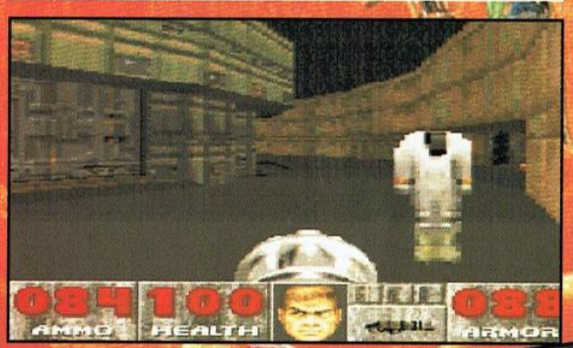
(ABOVE) Collect a Blur Artifact to become partially invisible! Unfortunately its life-saving effects don't last long.

BERSERK PACK

Scary kind of picnic basket. Chow down on its contents and you become empowered with a berserker rage – a monster adrenaline rush – under the influence of which your fist deals more damage than a shotgun wound. These packs also completely heal the wounded.

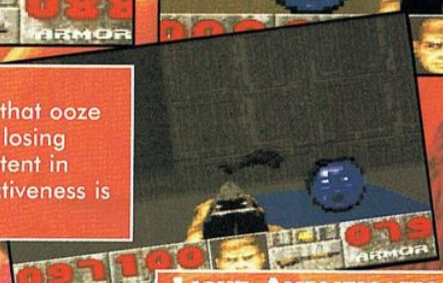
BACK PACK

Contains, and enables you to carry, more ammo. Always worth checking out even if you have one already, to increase your storage capacity.



RADIATION SUIT

Wade through the radioactive rivers, that ooze through the complex, without fear of losing your skin! Really, the toxins are so potent in these places that even the suit's effectiveness is extremely short lived.



(ABOVE) Soul Spheres are hard to come by, because they double your health!

LIGHT AMPLIFICATION VISOR

Ignorance is bliss, as they say, and it's true some demons are best left unseen. Still, shedding infa-red light on your enemy offers a tactical advantage for a while. It all adds to the claustrophobia, don't you know.

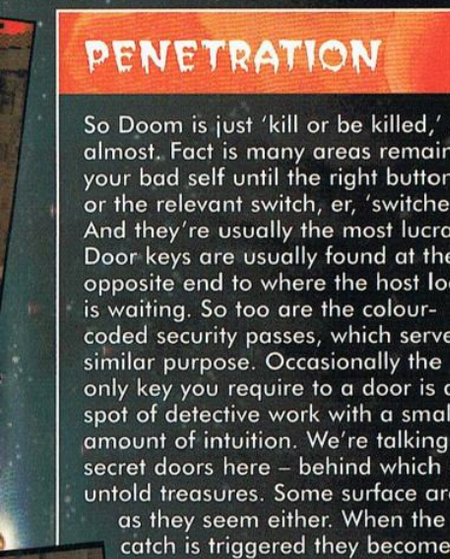
COMMENT

ANDY

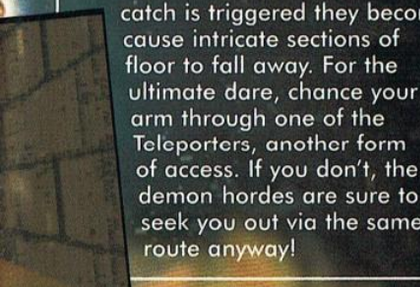
Amazing. Doom on the Super NES is so much better than anyone could have predicted and I can't really add that much more to what Paul has already said. If there is one gripe it has to be the lack of a two-player mode, but then you've got to consider that most other shoot 'em ups are single player and that Doom is probably the best shooter the Super NES has ever seen. So, with that in mind, the lack of a versus mode becomes a very small concern indeed. In short, after playing Doom other shoot 'em ups begin to look just a bit sad. You simply must own this game, it's fantastic.

PENETRATION

So Doom is just 'kill or be killed,' right? Well almost. Fact is many areas remain closed to your bad self until the right button is pressed, or the relevant switch, er, 'switched.' And they're usually the most lucrative. Door keys are usually found at the far opposite end to where the host lock is waiting. So too are the colour-coded security passes, which serve a similar purpose. Occasionally the only key you require to a door is a spot of detective work with a small amount of intuition. We're talking secret doors here – behind which are untold treasures. Some surface areas are not as they seem either. When the relevant catch is triggered they become lifts, or cause intricate sections of floor to fall away. For the ultimate dare, chance your arm through one of the Teleporters, another form of access. If you don't, the demon hordes are sure to seek you out via the same route anyway!



(ABOVE) *Can I have my ball back please?*

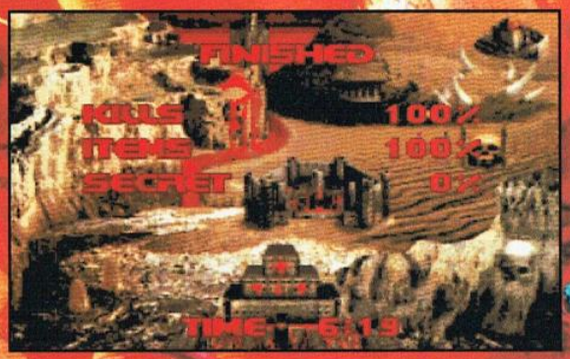


SEARCH AND DESTROY

Unless you have a photographic memory, or work for the Ordinance Survey, you are going to get lost. No worries. As a Marine, you are equipped with a portable Automap which creates an accurate plan of those areas already visited. A specialist chip – the Computer Map – enhances the Automapper to include those areas you haven't seen. Automap is especially clever as it allows you to walk around while viewing your progress courtesy of its wire frame presentation.

SHAKE APPEAL

That same CPU which controls your Automap also keeps record of the number of kills, secrets found, plus the time it took for you to exit. All this information is downloaded into the exit gate terminal then displayed for your viewing pleasure. If you know it's going to be embarrassing, make sure there's nobody else around at the time!



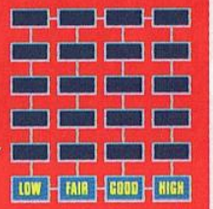
Fresh from gorging on avocado, and without washing their hands first, the Barons of Hell attack!

The entire middle section of this room comprises of undulating blocks. When was the last time you ate?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

96

▲ You have never seen anything like it on the Super NES! Convincing, cold, dark corridors are drawn quickly without the slightest glitch. Avoid falling off your chair, trying to peer round corners!

SOUND

92

▲ For those people who find the sound of gun fire sexy, Super NES Doom is a XXX rated experience!!! Award-winning music.

▼ The absence of sound in some cases is annoying – where enemy fire is inaudible.

PLAYABILITY

93

▲ Strikes the perfect balance between all-out carnage and intelligent game play. Doom's first-person perspective makes it all too real!

▼ Not so unpredictable.

LASTABILITY

90

▲ On the harder difficulty settings, Doom is unfeasibly tough. You won't believe the vast wealth of secrets available!

▼ Lack of a two-player option closes the door on head-to-head seek and destroy.

OVERALL

95

Makes a man of your Super NES, and a meal of the 32X. A killer game, whichever way you look at it!°

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: THQ
- PRICE: $115
- RELEASE: SEPTEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16MBIT

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Sound on/off, difficulty, controller setup

GAME INFO
- GAME ORIGIN: Based on the movie staring Jim Carrey, which itself was based upon the original Mask comic
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Complete
- ALTERNATIVES: Most other platform games

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Quick

(A) Tornado/guns

(B) Jump

(X) Mallet/horn

(Y) Punch

(L/R) Left: Tip toe
Right: Run

(S) Start: Pause/unpause
Select: Dunno

GAME CREDITS
- DEVELOPED BY: BLACK PEARL
- DISTRIBUTED BY: METRO GAMES
- MADE IN: UK
- ARTWORK: ©1994 NEW LINE PRODUCTIONS

If the success of a movie can be determined by just how annoying people can be after they have seen it. The Mask is perfect example of this. If the producers made their money based on the number of morons that went around saying the word "Ssssmokin!", they must be laughing all the way to their private tropical islands!

The story is about an ancient mask filled with mystical and supernatural powers. Anyone who puts on the mask has their repressed ego twisted into whatever the mask decides for them.

The mask, being aeons old, has many tales to tell, but in this partf icular case it is the story of a simple man by the name of Stanley Ipkiss who, by dumb luck, stumbles upon the mask and is transformed into the smooth talking green-faced gigolo we know and love.

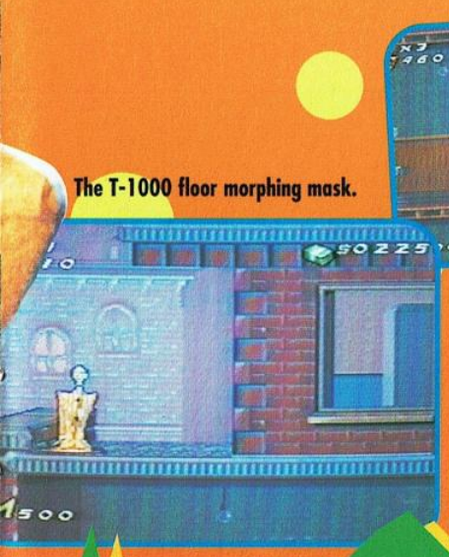
THE MASK

GROOVIN' ALONG

Loosely based on the movie, each of the six levels of the game is based on scenes that are featured in the film. The first stage has the Mask trying escape from Stanley's apartment block, complete with his encounter with the shotgun slinging landlady! Further travels take you to the roof tops and construction sites, the local park and eventually to the Coco Bongo night club. Along the way there are heaps of armed thugs, clowns and rogue alarm clocks to take care of. The levels are big and often a lot of exploring is needed to find the exit. Throughout the stages warp holes are hidden, usually in the guise of ventilation ducts, and when the Mask climbs through, he is transported to different parts of that particular scene. Some of these warps are hidden and if found usually reward you with heaps of bonuses.

Midway through the levels, and at the end, are bosses and they can take quite a lot of punishment before giving in to the charms of the Mask. The Mask has an energy meter that starts off with 500 health points, and these are depleted if he is hit by enemies. End of level bosses take off more energy than weaker enemies, so extra care in finding their weakness has to be taken.

That famous scene from the movie, sans computer graphics.



The T-1000 floor morphing mask.

"Take

Use the mallet to break through floors and gain access to new areas. Or just hit people with it.

ASK

TAKE THAT!

The Mask, as opposed to Stanley, doesn't take to kindly to people pushing him around and he has some tricks up his capacious sleeves that he uses to dispose of the bad guys. However, the Mask needs energy to use his special powers and attacks and there isn't a infinite supply. The Mask starts with 500 points of Mask Power, and the bigger weapons take the most points to use. Once you use all the power, it slowly builds back up again, but only to 50 points. To get any more than that, back special M icons have to be collected.

Here's a run down of the Mask's special abilities:

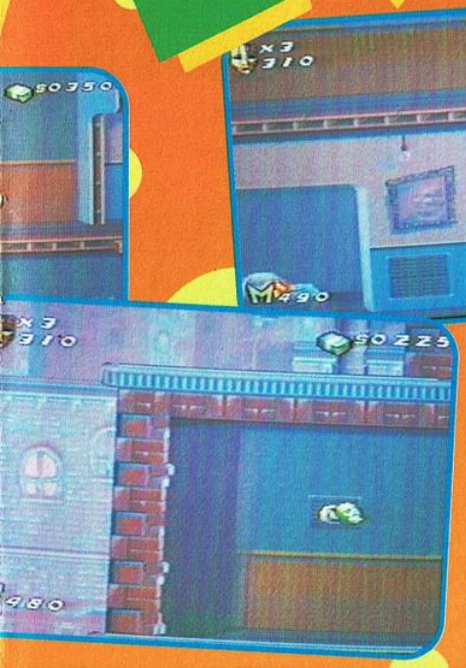
Punching gloves - The Mask's standard attack, punching uses none of that special power and can be done very quickly, useful in confined spaces.

Tornado - The Mask spins wildly into enemies and knocks them down. A continuous but fairly weak attack, and it drains power while in use.

Mallet - Handy for smashing them pesky alarm clocks! The good ol' mallet does a fair amount of damage, but the price clocks in at 20 points per swing.

Fog horn - A gentle squeeze is all it takes to blow away the enemies, but to you a gentle squeeze is 30 Mask Power points.

Machine guns - For maximum carnage, break out the heavy artillery! While there'll be nothing left of the weaker enemies, it takes a few doses of this baby to can the bosses. A measly 100 points of Mask Power is used per burst of artillery fire.



Goochi goochi goo! Stop, tee hee, it tickles!

THE MASK

RUN AWAY!

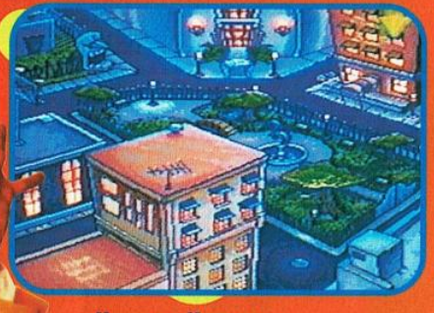
Running away is sometimes the best option for self preservation, and it allows you to come back and fight another day. For self defence, the Mask has some moves that are quite useful when the going gets a bit too tough. Most of these abilities gobble up Mask Power but less so than the attacking moves.

Running - Make a quick getaway, and it costs no power.

High speed running - Ain't no one gonna catch you in this mode, it's pretty darn quick! Uses power only while in use.

High jump - For a higher, longer and altogether bigger jump, sacrifice 10 power points and hold the jump button down longer.

Tip toe - This is a good idea if you don't want to wake any dead guys, and it costs nothing.



Mmmm... Map screen.

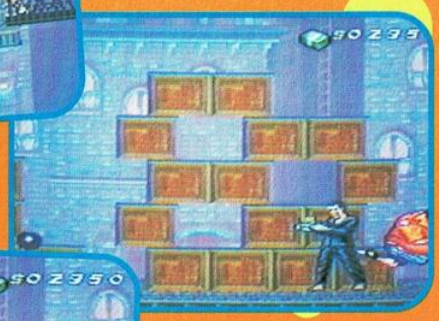
"How d'you get up there? No, wait, how do *I* get up there?!"

COMMENT

NICK

Why is it that movie licences always end up as a platform game? Are the developers really that hard up for new ideas? Can they not resist the temptation of turning on the platform game generator and churning out yet another run and jumper? Apparently not. So what's a cart supposed to today to get some respect? Surprise me! The Mask, while not very surprising, doesn't quite fit the theme of the movie, and there are quite a few parts that just don't fit. Like the construction site, not very imaginative, and not very featured in the movie. The background graphics aren't bad, but they could be from any platform game. At least the animation of the Mask is good and true to his character. The gameplay is fairly predictable and repetitive, and painfully similar to so many other platform games I've played. I must be going mad!

The Mask walks through the fiery inferno that was once Tokyo, searching for his foe, Shaqzilla!



Ooh! Ha ha! Not again!

Ouch! Now that's gotta hurt!

EAT ME!

Help comes in the form of icons that are scattered throughout the levels. To pick them up, just run or jump onto them. They are usually in plentiful supply, but don't reappear after you have picked them up.

M - Collecting these magic floating Ms will restore partially or fully your Mask Power points.

Hearts - Replaces lost energy.

Money - Add points to your score.

Dog - Finding Stanley's dog increases your health point limit by 50.

Emerald - Gives you a 1000 points bonus.

Hats - Act as a restart point, to save starting from the beginning of a level.

COMMENT

SKULL

So the Mask is a platform game. No surprises there, and even fewer in the game. Still, it's better than I expected, and at least the Mask has some of the abilities featured in the movie - whacking alarm clocks with sledge hammers, and so-forth. The gameplay isn't too bad, either, and some of the Mask's moves can make the game rather interesting, but the level designs are typical linear "let's stack a whole lot of side-scrolling rooms on top of each other with only one way through" affairs. Defeating the enemies is a case of getting the first hit in and not letting up until they bounce off the screen. Not very challenging, and not much fun. And limiting the number of times you can use special weapons just plain sucks, especially as it's possible to get through most of the game without using them at all.

The Mask isn't a bad game, in fact it's better than most licensed platform games, it's just that it's another case of seen it all before.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■			
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■			
MONTH	■			
YEAR				

GRAPHICS

▲ The Mask himself looks great.
▼ Pity the same can't be said about the rest of the game. Flat, uninspiring backgrounds and the same baddies throughout.

68

SOUND

▲ Jolly, up tempo tunes to groove along to and most of the effects are okay.
▼ Becomes vaguely irritating after a while.

82

PLAYABILITY

▲ The Mask responds quickly and accurately to your controls.
▼ There's not much to do other than punch baddies, hit alarm clocks and jump.

84

LASTABILITY

▼ Too easy for most players, and there's no really hard difficulty level.

61

OVERALL

A decent, if unsurprisingly unsurprising, platform game featuring the Mask. A bit like a chocolate bar - the first few bites are good, but then it tastes like any other.

79

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: OCEAN
- PRICE: TBA
- RELEASE: SEPTEMBER
- GAME TYPE: SIMULATION
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Three levels of difficulty

GAME INFO

- GAME ORIGIN: Conversion of Peter Molyneux's PC hit simulation
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Don't go bankrupt
- ALTERNATIVES: Sim City

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good enough

A Can't

B You

X Read

Y The

L/R Game's

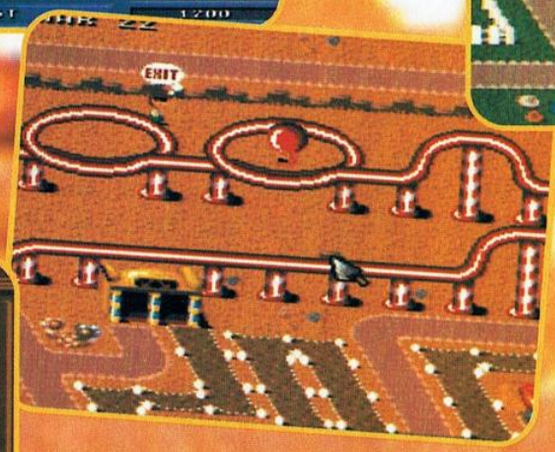
S Manual?

GAME CREDITS

- DEVELOPED BY: BULLFROG
- DISTRIBUTED BY: METRO GAMES
- MADE IN: UK
- ARTWORK: © BULLFROG

When you're smiling, the whole world wonders: 'What's with you?'. In the case of Bullfrog's Theme Park, it's hopefully the fact you're making pots of money from other peoples' shrieks of laughter. This is because, in this game, being happy first means making damn sure others are handing over cash for the privilege.

THEM



MAKE 'EM LAUGH

As soon as the park is opened queues begin forming, sometimes for the most unexpected instalments - like the amazing 'Tree House' or white-knuckle 'Coffee Shop'. Where queues are getting too long, the employment of an entertainer is in order. These dishevelled-looking representations of humanity offer their services to varying degrees of success, but some are plainly tragic. Park managers are advised to check their entertainer's performance record from time to time, and if your man has made not one person happy after presenting himself to a number of harrowed thrill seekers, hand him his cards!

THOUGHT REVOKING

An uncanny ability passed on from Theme Park owners throughout the generations is that of mind reading. Without this talent the proprietors of the greatest theme parks the world over would be sunk. Thoughts running through a customer's mind are plainly displayed in Technicolour cloud-o-vision above their heads. Peer into the misty depths of their conscious, see what it is they most desire, then make sure they get it. At the very least, find a legitimate way of exploiting their situation first.

E PARK

ALL THE FUN OF THE FAIR

Actually getting a moderately successful theme park going is not that hard. Especially if you follow our moron's guide:

Step 1 - BUY LAND: The first place the game allows you to purchase is good old Great Britain - they're such an undiscerning lot and are easy to please too, besides which, Britain's free.

Step 2 - THE PATH: Lay down a little bit of pathway. It helps you gauge where to place the attractions and the punters love to walk on it.

CROOKED STRAWS

Before long, the pleasant relationship between well meaning owner and jolly little theme park is forgotten, broken by the need to make hard cash. Obviously the rides contribute some way to making a profit, but there are less palatable ways of raking in the readies. Try putting more salt on the chips available from the burger joint to make everyone thirsty. Once you've done that, increase the amount of sugar in the soft drinks to make everyone so 'cheerful' they go crazy and squander more cash on presents from the gift shop. Oh, it's all so callous isn't it!

TAKEN FOR A RIDE

Don't ever underestimate the shrewd nature of your public! Profits are nice, but the moment punters suspect you're holding back on them they don't take long seeking their fun elsewhere. Once a fantastic new ride has made it through the research process, get it in the park! Should your ticket prices lose their competitive edge, make adjustments accordingly. The moral of the story? Keep in touch!

CHEAP AT HALF THE PRICE

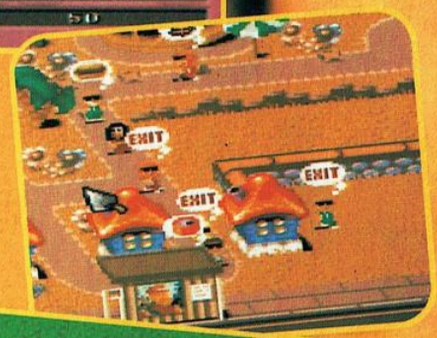
'The aim of the game', as they say at theme park conventions throughout the land, 'is to conquer the world!' Still, what you don't know, eh... Point is, Theme parks only have so long before reaching their financial potential. When this happens owners are advised to move to pastures new; set the park up for auction and, hopefully, make a profit in the process. There are 24 sites world-wide for the picking, some more difficult to manage than others. Many factors contribute to their profitability; with weather conditions and a country's wealth being the main ones. Making water slides your main attraction in Antarctica is not such a great idea.

COMMENT

ANDY

The grim reality with most simulation games is they require level headed thought and robust management skills. Any attempts at being creative in Sim City prove fruitless, generally because people don't like having pylons as garden fences or airports at the bottom of the road just because the town planner is thinking 'convenience'. Sim Ant is ... well, who wants to be an ant?! Now there's Theme Park, which is fun. It's fun because the minds of the people it concerns are seeking thrills, giving me a free reign to do whatever the heck I want so long as they're kept happy. Rather than trust end-of-year financial statistics for progress reports, I know exactly what everyone wants just by reading their thoughts. If I want I can allocate one individual their own entertainer for the afternoon - by the same token I can sack all my staff and make a whole bunch of people very miserable indeed. It's easy, and it's a laugh. Waiting to see what research come up with next to pull the punters in is pretty exciting, though not as great as making customers queue for hours on end to experience the ride! Deep satisfaction also awaits those who try doctoring the drinks as a profit-making exercise - it's like April Fools Day all year round! To see just how crazy and devious you can be with some cash and the nerve to spend it on giving people the ride of their lives. I suppose you'll just have to go out and buy Theme Park yourself. Go to it! Hut! Hut!

Step 3 - PUT A RIDE DOWN: Select the ride choice from the main menu and select your ride. It's not a bad idea to make it something fairly exciting - folks won't visit if you've only provided a Bouncy Castle. Try and ensure that the exit connects with a path and, if you think this ride's going to be a major attraction, leave a bit of space for the queue. You can bulldoze the main path out of the way if necessary.



Step 4 - REFRESH THEM: All this excitement is thirsty/hungry work. It's not a bad idea then to provide some sort of refreshment concession for your punters. Later on it will become apparent why it's a bad idea to put the filling or sickly food concessions too near the big excitement rides!

Step 5 - MORE OF THE SAME: Use the process as described to build a modest park. Try and achieve a good balance between rides and refreshment/amusement concessions. Too many Cola stands aren't going to attract anyone. Likewise folks will soon get bored if rides are all that is on offer.

Step 6 - OPEN UP!: Seems obvious really, but opening to the public is strongly advised sooner rather than later. Quite often a whole year will have passed before you feel ready to open. Don't worry, there's plenty of time to catch up.

Step 7 - NICE IT UP: There's nothing pretty about a bunch of rides and stalls plonked in a featureless park. Put a few trees, fences and lakes about the place. People really do appreciate it and you'll rocket up in the pleasant park table.

Step 8 -SPECULATE TO ACCUMULATE: You've probably exhausted the available supply of features some time ago and there's nothing worse than a park full of the same stuff. Go to the finance menu (the $ sign on the main menu) and allocate a sum to research - the larger the better, especially early on. Pretty soon the Adviser will be popping up informing you that new features are ready for building. Providing you haven't gone too mad and spent all your money, you should be able to add a nice bit of variety to your park.

Step 9 - PUT YOUR PRICES UP: Hey! It's not a charity you know - all this is costing you money so put your entrance prices up. You'd be surprised what people will pay for a few rides. Use the graphs in the Finance menu to see what you incomings and out goings are.

Step 10 - THE REST: Now's probably long past the time where you should think about employing a couple of Entertainers, a handy man or two and, should any rides break down, a mechanic or three depending on the size of your park. You can also start tinkering with the business side of things - prices of drinks, how much water is in the beer etc... And that's about it for your basic tour. Once you've built up a modest park it's advisable to go easy at first, try and spend a bit of time on the administration, pricing and such. It's not as much fun as building big roller coasters, but you'll never get that far if you've not been a shrewd business-person first. Remember, an economical, well balanced park is a saleable park at auction. Here ends the lesson.

COMMENT

PAUL

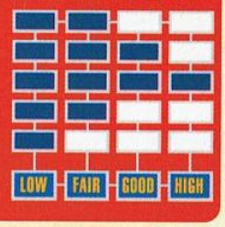
Well, I can see Andy likes Theme Park loads, but I'm not so sure. Though I can appreciate how clever it all is and find some amusement in watching lots of little people crowd around some crazy roller coaster or bargain burger bar, it all washes over my head. Not being able to record my progress after spending time getting things just how I like them is the big fly sticking to an otherwise mouthwatering toffee apple. Though the money-saving password system enables park owners to recreate what they had before what they had before switching off the Super NES in no time at all, it really isn't the same as having the whole place await your return. This one thing makes the whole exercise seem pretty pointless to me - building something up for hours on end only to watch it all disappear with the flick of a switch. However, it must be said that even the Mac and PC versions only save one park at a time, the one under construction, so maybe I'm being too fussy. The game is absolutely fantastic, but this one aspect of presentation could ruin it all for you. It did for me.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST



GRAPHICS

▲ Very detailed, despite the miniaturisation, and plenty of humour to the animations.
▼ Parks under construction look pretty rough, but that's to be expected.

86

SOUND

▲ Enough sound effects to create the atmosphere of a theme park and lots of silly tunes.
▼ No need to hook your Super NES up to the stereo for this game.

69

PLAYABILITY

▲ Easy eonugh to get into if you take the time, but the real skill is in successfully planning and managing the park.

92

LASTABILITY

▲ The world is yours to conquer, and that will take some doing.
▼ Not being able to save your park and return to it is a bit discouraging.

84

OVERALL

With large helpings of fun mixed in with the more serious aspects of planning and management, Theme Park is one of the best simulation games for the Super NES.

89

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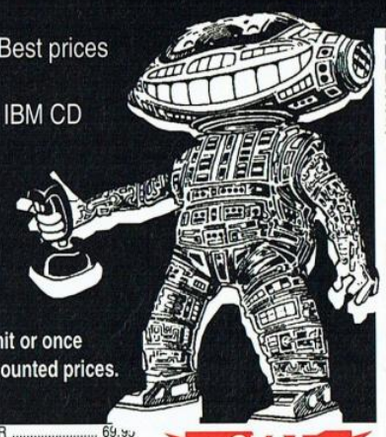

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: EA
- PRICE: $115
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 16MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Controls, co-pilot

GAME INFO

- GAME ORIGIN: Third instalment of EA's fabled Strike series.
- GAME DIFFICULTY: Progressively hard.
- SCORE TO BEAT: Reach third mission without getting shot down.
- ALTERNATIVES: Desert Strike, Jungle Strike, Desert Fighter

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A — Chain gun

B — Nothing

X — Hydra rockets

Y — Hellfire missiles

L/R — Left: Que? Right: Que?

S — Start: Map/mission screen Select: Nothing

GAME CREDITS

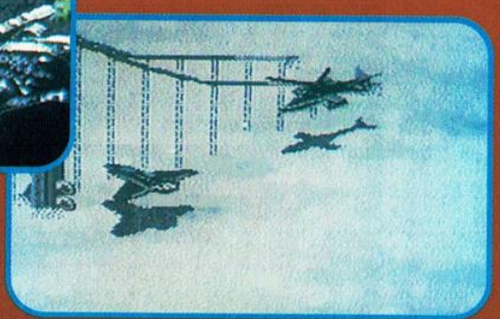
- DEVELOPED BY: BLACK PEARL
- DISTRIBUTED BY: METRO GAMES
- MADE IN: UK
- ARTWORK: ELECTRONIC ARTS

Through the desert and jungle the battle has raged. Now the conflict is brought home to America's doorstep in the third instalment of the classic helicopter shoot 'em up - Urban Strike!

URB STR

WHIRLWIND TOUR

Whereas before the action was relegated to the desert and the jungle, now the helicopters are on a whistle-stop tour of the North American continent. Through the islands of the 51st State, Hawaii; across the deep blue waters of the Baja Peninsula; into the suburbs of San Francisco; and eventually partying on all night in the entertainment capital of the world, Las Vegas! What's more, on further investigation many secret delights are set to spring from the undergrowth to keep all pilots on their collective toes...



BAN IKE™

FLOP YER WINCH OUT

As in the previous helicopter extravaganzas of the series, the tours of duty won't last very long without supplies. In the earlier missions drums of fuel, crates of ammo, and armour repair kits are often openly available or hiding under the odd Hawaiian shack. For added efficiency, a quick winch can be located to speed up the process of taking stocks on-board. Damage to your helicopter can also be repaired by taking rescued hostages back to base, and the more you return to safety, the more damage is repaired.

One word of warning: as the missions progress and the player moves further and further into the game, the supplies become scarcer and scarcer, until the point is reached in the final stages where every last shot

CHOP 'N' CHANGE

Anyone who played the last Strike game will know it's not all chopper, chopper, chopper. Out in the jungle episode players had the chance to pilot such unlikely vehicles as a hovercraft and a Stealth Bomber. In Urban Strike, however, not only is there a change of helicopter, but a complete disregard for all machinery as in some missions the pilot takes to his own two feet for a spot of hand to hand combat!

When all's said and done, by far the most important vehicles are the two helicopters. Both have similar control systems, so they're easy to fly, the difference being one is predominantly an attack chopper while the other has been designed for passenger transport.

Mohican: Swift, manoeuvrable, and stacked to the hilt with unnecessarily powerful weaponry, most of the missions feature the Mohican. On-board the armaments include 60 Hydra rockets, nine Hellfire rockets, and 1000 rounds of chain gun ammo. On the downside, the Mohican's armour is only half that of the Blackhawke and being a gunship it isn't too useful for carrying large amounts of passengers.

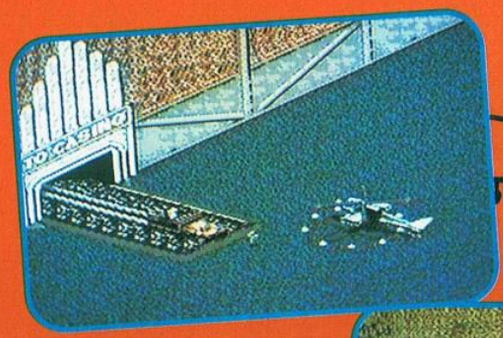
Blackhawke: A mere pleasure vehicle when compared to the agility and fire power of the Mohican, the Blackhawke come into its own when faced with a barrage of on-coming fire thanks to double the armour shielding on the exterior. In the guns department, even though only 60 missiles are up for grabs, the Blackhawke compensates with two chain guns.

On Foot: On completion of the missions in Baja, San Francisco, and Las Vegas, the trusty pilot has to finish the job on foot. In an isometric field of view the enemies come from all sides in the form of hostile soldiers, remotely controlled missile launchers and gun emplacements. Naturally in this state the pilot is more vulnerable to attack - the flak jacket offering only 200 armour points - but he does have nine Hydra missiles and 200 rounds of ammo for the MR9 semi-automatic.

Ground Assault Vehicle: Time to burn some rubber in the sleepy Mexican countryside in a rather nippy little number. The controls may appear somewhat confusing at first, but once you're in the swing, the ground troops and other tanks will wish they'd stayed in bed!

URBAN STRIKE

BIG BROTHER



A lifeline to the outside world, the Watchcom Information Console provides all the vital information for navigational and mission purposes. Orders are transmitted directly from Strike HQ and include up-to-the-minute images of enemy sites, friendly supply stations, and detailed instructions of the task in hand. Although surveillance has covered most of the early encounters, things soon become shrouded in mystery, only to be revealed by secret agents behind enemy lines. With the lack of on-screen instruments for ammo, fuel and armour, the Console also keeps the pilot informed of the state of operations.

CAMPAIGN ONE

The first scenario is set in the lush jungles of the Hawaiian islands, but there's no time to shoot the tubes at Pipeline, instead you'll have your hands full shooting holes in the enemy! The evil megalomaniac, HR Malone, has stolen a few valuable telescope mirrors and you have to get them back. Along the way you must rescue a downed co-pilot and a plastic surgeon, deal with three troublesome Stealth Ships and save a few sailors from Jaws!

CAMPAIGN TWO

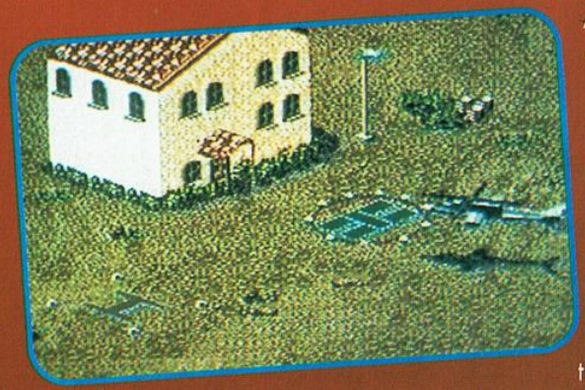
It off to the sunny Baja Peninsula for a spot of game fishing, and when you're done there's a few of Malone's oil rigs that need to be taken care of. Unfortunately, these are heavily guarded by jets and Malones's private destroyer! Steal the Blackhawke chopper and rescue the drunken Russian sub-mariners, then prepare for a bit of mass destruction as you bombard the main rig with everything you've got!

CAMPAIGN THREE

But wait! The oil rig is still standing, so you're going to have to go in there on foot and finish the job. Rescue your captured ally, then call in the bombers to put an end to this environmental eye sore for good. Make sure you get out before they arrive, though!

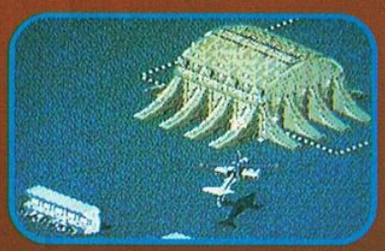
CAMPAIGN FOUR

Just when you think you can put your feet up, you're sent off to even sunnier Mexico to rescue more hostages and sabotage Malone's new weapon - his Ground Assault Vehicles. You even get a chance to take one of these for a joy ride and run the enemy into the ground!



CAMPAIGN FIVE

The streets of San Francisco await you in this mission, but you won't have much time for sight seeing. Firstly, there are plenty of bad guys that need to be taught the error of their ways and, secondly, you won't be seeing much anyway, what with the pea-souper fog that's conveniently rolled in to shroud the city.



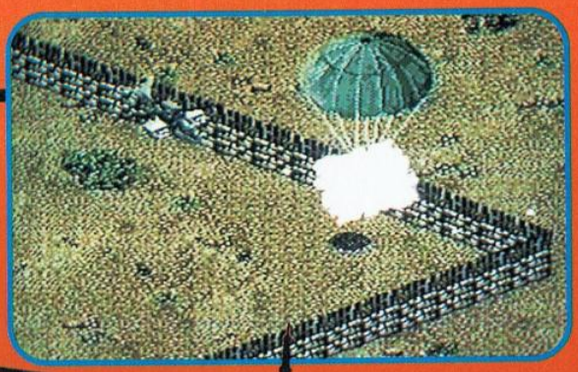
COMMENT

ANDREW

I was a big fan of the original Desert Strike so I'm quite pleased to see Urban Strike turning up on the Super NES. This is by far the best of the three games - it's bigger, has more to see and do and is damn hard once you get to the later missions. The graphics are an improvement over the previous games, with more attention to detail and variety of scenarios, but it's the gameplay that has made the Strike series so popular. It's so addictive that once you enter a campaign you feel compelled - nay forced - to finish it, no matter how many attempts it takes. And piloting your chopper around, strafing the enemy, is so much fun and ultimately satisfying that you'll come back, time and time again, to replay your favourite levels. Of course, I could be getting a bit carried away here, and some people just won't be able to come to grips with the unforgiving degree of difficulty found in some parts of the game. But if you want a challenging game that's different from your average platformer, you won't find many better than Urban Strike.

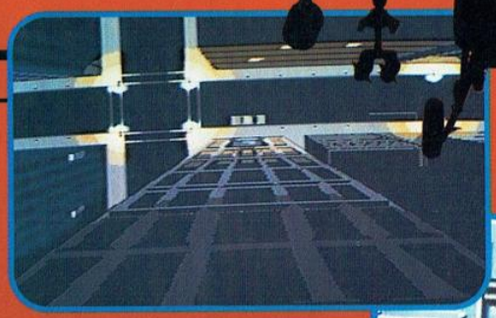
CAMPAIGN SIX

Once again you going to have to part company with your beloved Mohican because it just won't fit through the gates of Alcatraz. Yep, you can re-enact your Dirty Harry Enforcer fantasies as you scoot through the corridors. Sadly, a Magnum .44 is unavailable, but there's plenty of fun to be had with your trusty assault rifle. Rescue your trapped co-pilot, grab the blueprints, pay homage to Elvis and get the flock out of there!



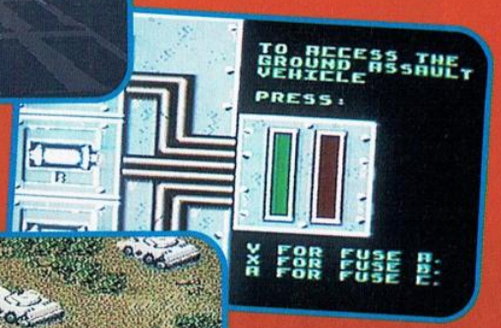
CAMPAIGN SEVEN

It's Friday the thirteenth, and Malone takes Manhattan! At least he's trying to, and once again it's up to you to stop him. Take out his fleet of choppers, rescue more helpless civilians and defuse the bomb under the World Trade Centre. Oops! Too late for that one!



CAMPAIGN EIGHT

You've earned a holiday, so it's off to the capitol of night life entertainment - Las Vegas! But d'oh! Malone's got there first and his evil forces are already entrenched. Looks like you job is never done!

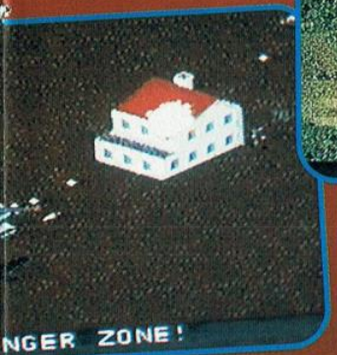


CAMPAIGN NINE

With the streets as safe as they can be in this day and age, it's time for another sortie on foot. Enter the Monolith Hotel (est. 2001A.D.) and liberate the hostages, pot plants and anything else that looks like it needs liberating. Then go and blow your expense account on the one-armed bandits.

CAMPAIGN TEN

The final showdown with the sinister HR Malone takes place in his secret headquarters, deep beneath the Nevada desert. As you would imagine, this is one hell of a tough mission, but the population of the world is depending on you and if you let them down ... well, if that happens it won't matter 'cause you'll be busy enjoying the after-life.



COMMENT

SKULL

I'll keep this short. Urban Strike is great! If you've ever wanted to fly a chopper around causing as much mayhem and destruction as possible, this is the game for you! The only changes I'd like to have seen would be the option to have an extra viewpoint that makes everything smaller so that you can see more of your surroundings, because it's not very fair when you smash into a building at full speed simply because it came on-screen too late for you to change direction. But that aside, I fully recommend Urban Strike to anyone sick of the current load of crap games polluting the Super NES. Buy and kill!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Not the greatest seen on the Super NES, but they do the job quite well and are realistic enough to hold the atmosphere.

89

SOUND

▲ Good effects, and no crappy music during the game!
▼ What music there is is pretty sad.

85

PLAYABILITY

▲ Oh, yes! Budda budda budda! Kaboom!
▼ Very unforgiving - if you stuff up, you're stuffed!

92

LASTABILITY

▲ Ten challenging levels, non-linear gameplay, Urban Strike rewards those who put in the effort.
▼ Once you've finished it the challenge drops sharply, but it's still fun.

93

OVERALL

A well thought out game that drops yellow liquid on most other games from a great height. Helicopters, guns and explosions. What more could you want?!

92

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ACCLAIM
- PRICE: $115
- RELEASE: SEPTEMBER
- GAME TYPE: PLT/SHOOTER
- CART SIZE: 16MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 4
- OPTIONS: Difficulty

GAME INFO

- GAME ORIGIN: Based on the highly explosive action thriller of 1994 starring Sly Stallone and Wesley Snipes
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Level 7
- ALTERNATIVES: Almost any Acclaim action game you could dare to mention from the past couple of years

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Not bad

A — Throw

B — Jump

X — Stand shoot

Y — Shoot

L/R — Left: No function
Right: No function

S — Start: Pause/unpause
Select: Zilch

GAME CREDITS

- DEVELOPED BY: ALEXANDRIA
- DISTRIBUTED BY: METRO GAMES
- MADE IN: UK
- ARTWORK: © WARNER BROS

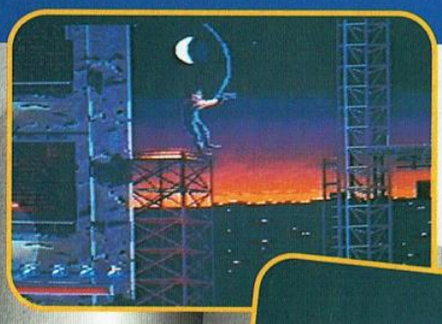
Sad, isn't it - Sly Stallone has been an established movie hard man for over a decade now, yet he still doesn't have anything really approaching a decent "tough" line. Arnie's got millions of them - doesn't it bother him?

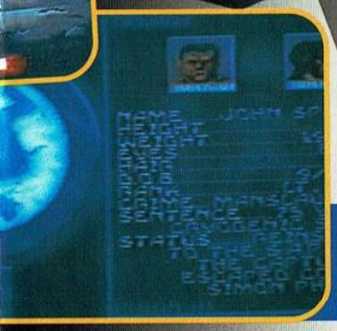
The reason, of course, is that Sly's mouth is far to muscly and he stumbles over sentences with more than three words in them. The perfect requisite, you would have thought, for a Hollywood hero. In Demolition Man, last year's action hit, Sly played John Spartan, a renegade cop sent into the future to capture Simon Phoenix, a renegade psycho. It was the perfect vehicle for Stallone - big guns, huge explosions and all the complicated lines given to other cast members. Now Super NES owners are invited to join in the merry, mumbling mayhem with the release of Acclaim's latest platform blaster based on the same film.

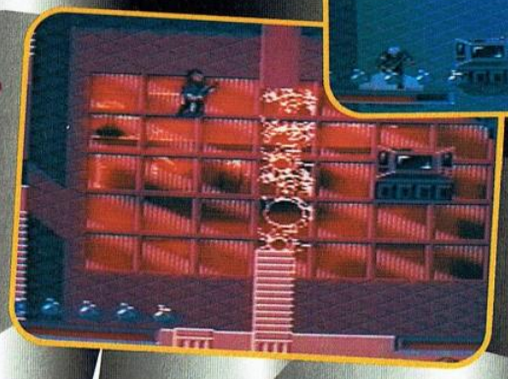
DEMOL

BACK TO THE FUTURE

The game begins in present day LA with Phoenix holed up in a warehouse, holding civilians hostage. Spartan is bungeed onto the roof whereupon he sets about capturing the bad lad before a rather frightening booby trap goes off. Lamentably, the best efforts of players to reach Phoenix in the required time will fall on stony ground - Phoenix is captured but the bomb still goes off, the civilians perish horribly and Spartan gets blamed and is deep frozen along with Phoenix for his efforts. Not much chop. The activities resume in the future where Phoenix has engineered his escape and is making life very unpleasant for the peace-loving population of the San Angeles metropolis. Unable to cope with anything more anarchic than sneezing in public, the SA police are left with no choice but to thaw out Spartan and send him in search of the errant ne'er do well. I reckon I could write these scripts, you know.



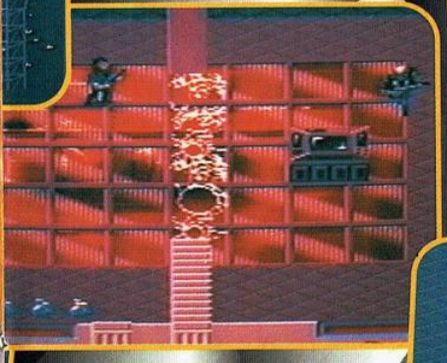


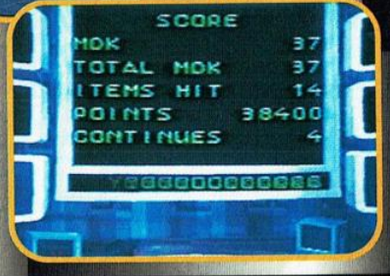


Like all the best licensed games, Demolition Man takes significant liberties with the storyline, ie, completely invents new bits to pad the game out. Hands up who remembers the fantastic Library section the film? It's in this game, presented as a frantic, isometrically-viewed level. Or how about the scintillating monorail section where Sly battles his way to the front of a speeding train to destroy the engine and free yet more hostages. And who can forget the thrilling Pipe Maze - a breathtaking chase through the abandoned sewers of the city. Ah yes, I remember them all so well. Alas, not from this particular movie.

TRUE LIES

TION MAN





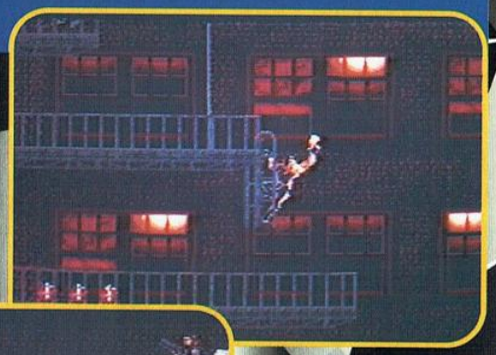
COMMENT

ANDY

If you could take the entire Acclaim back-catalogue, melt it down and reform it back into a cart, you'd have something approximating Demolition Man. It has elements of such former glories as Smash TV and Alien 3 and, regrettably, a few bits from some not-so-glorious titles too. The result, though, I'm happy to add, favours its better quality predecessors and Demolition Man is surprisingly good to play, and the action is frantic, unrelenting and noisy.

Given its pedigree it was never going to score very highly on the originality scale, and the sound also lets it down with muffled effects and uninspiring tunes. Yet Demolition Man still contains enough of the right stuff that makes an exciting action/blaster and is therefore worthy of further investigation.

RUNNING MAN



The resulting carnage occurs over ten levels of side-scrolling and isometrically-viewed sections, all over-populated with the nastiest selection of Phoenix's henchmen. Fortunately, Spartan has the tools to do the job. His standard issue shotgun has a long range, but a limited supply of ammo. The trade up is the Magnum, more powerful, but with an even more limited ammo clip. Spartan also packs a small supply of grenades that come in two exciting flavours - standard exploding and flame. The flame variety are of most use as, besides destroying all known scum, they leave a tidy bonfire that burns on long after the initial explosion. Other items at Spartan's disposal include life-ups, infrared goggles, invincible body armour and freeze vials. Very handy for chilling out pursuing perps.

The game alternates between regular side-scrolling platform stages and levels in which the action is viewed from above. In these levels, Spartan can move around in any direction, however, he loses his ability to jump. To compensate, the B button is used to lock the gun in whatever direction you fancy, leaving you free to run around straffing your simple minded foes Smash TV-style. Fresh meat supply for a year! I love it!

COMMENT

SKULL

Demolition Man may look and sound out of place in a world of 'rendered graphics' and 'CD quality sound', but to be honest there's more gameplay here than you'll ever find under the layers of gloss coating most 'next generation' console games. Demolition Man is by no means stunning or revolutionary and original inspirations are few and far between, but it makes up for it by providing good, solid blasting action. The enemies shoot in all directions so there's never really any 'safe spots', and Phoenix, while no bigger than our hero, can prove to be more annoying and difficult to dispatch than some multi-screen bosses. This all adds up to a fast and fairly frantic blast-fest that will have you cursing in frustration, (like when you are restarted in the line of fire - grrr!), yet at the same time will have you determined to beat it.

Buy Demolition Man if you want decent, if unspectacular, game to play, but if you're after pretty pictures I suggest you look elsewhere.

THROUGH THE LOOKING GLASS

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS — 63

▲ Detailed sprites and settings.
▼ But the sprites are pretty small and lack excitement, and some levels look a bit Mega Drive-ish.

SOUND — 54

▲ Sampled bits of Sly speech are suitably mumbled.
▼ Effects reminiscent of the NES and wiffy tunes let the side down.

PLAYABILITY — 81

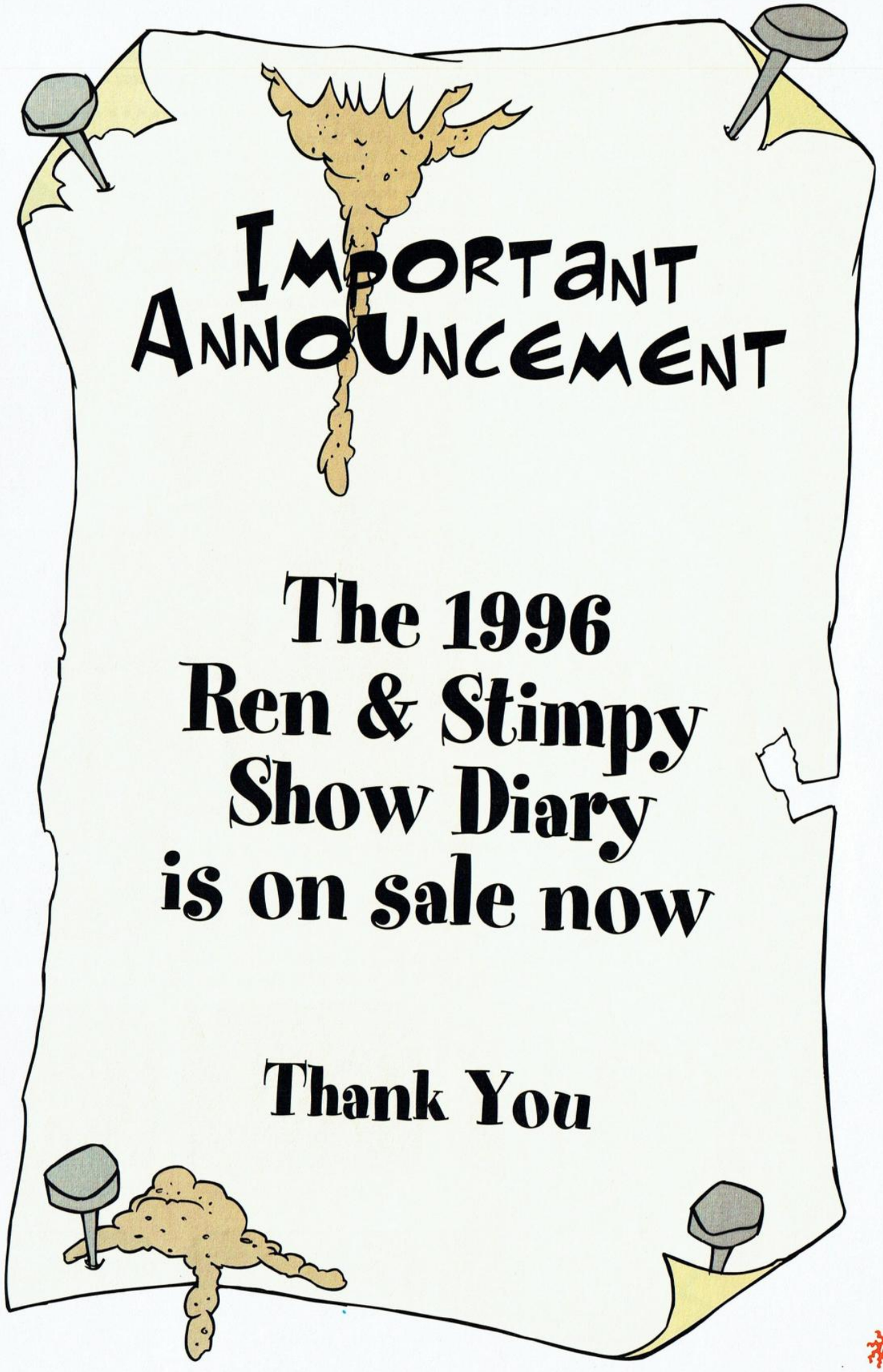
▲ Generic blasting action is easy to get into and satisfying fun.
▼ The occasional unfair death can mar your enjoyment.

LASTABILITY — 72

▲ Three difficulty levels, and it gets hard quickly. Enough variety to keep your attention.
▼ Short cuts and four continues will see more experienced players romp through on the easy levels.

OVERALL — 79

Visually and sonically dull, but the solid blasting elements make Demolition Man enjoyable enough to play. Whack the difficulty up to 'Total Demolition' and you've got a well 'ard game!



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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: HUDSONSOFT/VIRGIN
- PRICE: TBA
- RELEASE: OCTOBER
- GAME TYPE: PUZZLE
- CART SIZE: 12 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-5
- HEAD TO HEAD: Oh yes!
- BATTERY BACKUP: Nope
- CONTINUES: Infinite
- OPTIONS: Sound Test,Stereo

GAME INFO

- GAME ORIGIN: The third instalment in the greatest multi-player game known to the Super NES
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete the Water World
- ALTERNATIVES: The other two Bomberman titles

GAME CONTROL

- CONTROLLER: Joypad and
- RESPONSIVENESS: Superb

X — No Function

A — Drop bomb

B — Operate Louie atttack

Y — No Function

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: HUDSONSOFT
- DISTRIBUTED BY: VIRGIN
- MADE IN: JAPAN
- ARTWORK: © HUDSONSOFT.

Over the years the Bomberman series has satisfied gamesplayers penchant for big explosions and multi-player fun alike. After months of waiting for the third instalment to arrive from Japan, NMS are proud to present the bomb-fest Super NES players have been longing in Super Bomberman 3.

Through mists of time and clouds of smoke, Bomberman has shone through to defeat the forces of evil. Mistakenly the young Bomb-meister thought he could hang up his explosive charges, but once again plans have been hatched to force the galaxy to its knees. The evil robot Bomberman clones faced last time around have been pulled from the scrapheap, given a fresh lick of paint, and brought back into service. From inside information they've located a weakness in the galactic defence computer and literally trashed the silicon chips allowing them infiltrate the planets and turn the population against the guardians of justice, the Bombermen.

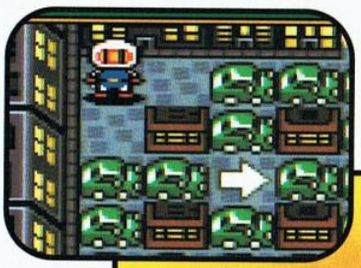
The action's all-new, including a two-player Story Mode partnership, and the Battle Mode is more varied than ever with more locations and Bombers to choose from. Add to this the kangaroo-like Louie characters and their special powers, and the latest edition promises to be the best bomb-blast ever!

SUPER BOMBERMAN

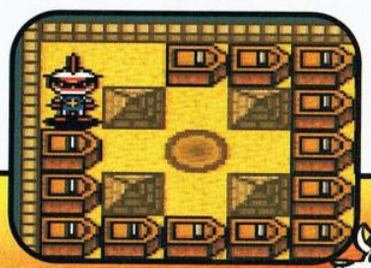
Exclusive®

BOMBER CREW

Boasting a greater selection of Bomber than ever in Battle Mode, Super Bomberman 3 takes the pick of the world. Please allow them to introduce themselves...



BOMBERMAN – JAPAN



METALBOMBER – ENGLAND

BOMBERKID – AMERICA

PRETTYBOMBER – FRANCE

CHIPS FOR TEA

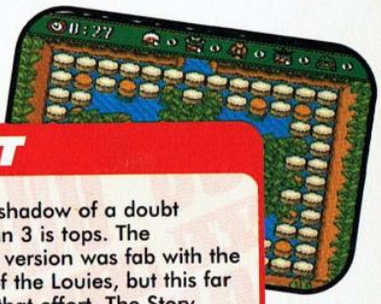
To return the solar system back to normality, Bomberman has to restore the power of the central security computer. To achieve this the poor fellow must collect together the pieces of each planet's central silicon chip that have been scattered across four locations. In a form of suspended animation, the chips are stored in huge glass orbs that can be shattered by bombing the smaller lamp-post lookalike yellow terminals. Only once the chip has gone back on-line can Bomberman confront the bad borg bomber in whichever boss disguise. On completion of a globe, the process begins again, but if you fancy a jaunt through a previously vanquished stage, it's only a case of hopping in the Bomber-shuttle.

BOMBERUHOO – KENYA

BOMBERCASSOCK – RUSSIA

BOMBERCHUN – CHINA

MEXICANBOMBER – MEXICO



COMMENT

PAUL

Without a shadow of a doubt Bomberman 3 is tops. The Megadrive version was fab with the inclusion of the Louies, but this far surpasses that effort. The Story Mode levels are bigger, better, and more challenging – some of the bosses are going to take serious practise before giving up the ghost. Plus the graphics and the sound are vastly improved, showing off the new features and entertaining the player with ace tunes in the meantime. But above, all the multi-player fun is takes the action further. The Miso Bomberman concept is superb, let's face it there's nothing worse than sitting waiting for the other players to finish when you could be lobbing bombs their way! Too often sequels are nothing more than repackaged code, but this is most certainly not the case here. Viva Bomberman!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

LIFE ON EARTH

Bomberman's blitz through the solar system of evil takes him, and his chum, to some weird and wonderful life-sustaining planets. Unfortunately for the good guys, the evil robot bombers have corrupted the local flora and fauna to their own devious needs. Each planet has local delicacies waiting to join the Bomber toasting in the sky, and they'll all just dying to meet you.

SWAMP WORLD

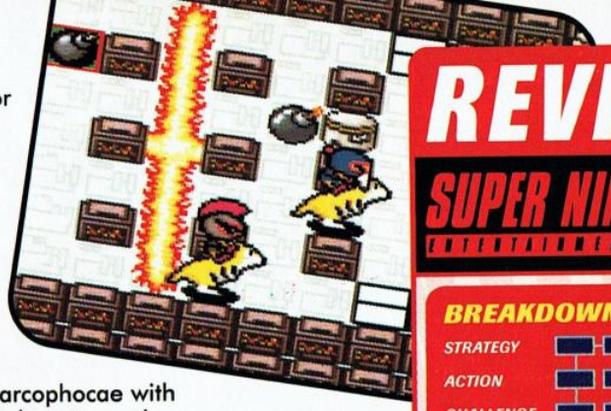
First port of call, and level most prone to trench foot, the Swamp is home to tricky jumping frogs, bug-eyed flowers, and wandering trees alike. Watch out especially for critters who lurk under cover of the leafy patches, and the release orbs on inflatables which kill if touched.

VOLCANO WORLD

Deadly bats and bizarre Catherine wheels tax bombing skills to the max in the caverns of the volcano world. Luckily the ancient population of gremlin miners have left the tattered remains of the mine cart system and the Bombers can take a spin running over baddies on the track.

UNDER-WATER WORLD

Glug! Glug! Time for a spell beneath the waves. Mutant fish and jellies cause havoc, but they're small fry compared to the troublesome octopus that are immune to attack when moving. Use the strong under currents to trap enemies and fry the seaweed to get to the terminals.



ICE WORLD

Ice planet Hoth causes a spot of slippery bother for the Bombers. Precise control of the characters is paramount as it's far too easy to slip-slide into a wall of flame and end up as Baked Alaska!

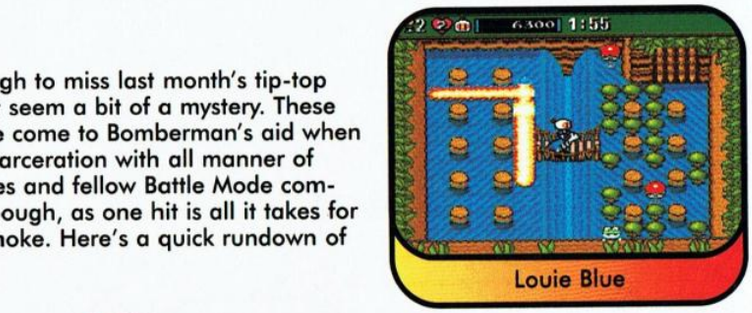
EGYPTIAN WORLD

Strange happenings are afoot in the land of the pharaohs. Move with caution around the pyramids residing in the levels, as a deadly snake pops out for a visit when you least expect to be caught. Egyptian garbed lions can penetrate the sarcophocae with their firey breath. Careful with those quicksand teleports, son!

FETCH ME MY STEED!

For those of you unfortunate enough to miss last month's tip-top preview, the Louie characters must seem a bit of a mystery. These magical creatures of a bygone age come to Bomberman's aid when released from their egg-bound incarceration with all manner of special abilities to foil both meanies and fellow Battle Mode competitors. Don't get too confident though, as one hit is all it takes for the fellow to vanish in a puff of smoke. Here's a quick rundown of what they can do:

PINK LOUIE – Jumping
BROWN LOUIE – Lines of bombs
BLUE LOUIE – Bomb kicking
YELLOW LOUIE – Move soft blocks
GREEN LOUIE – Top speed



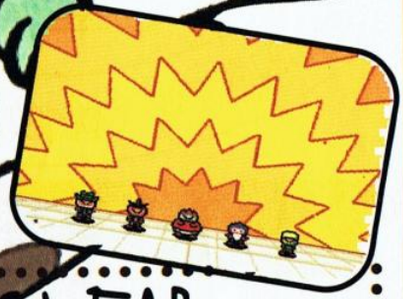
Louie Pink

Louie Green

Louie Yellow

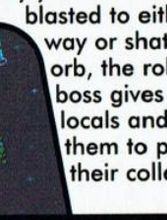
Louie Brown

Louie Blue



ALL CLEAR

Whereas before, the entire area in story mode had to be flamed and cleared of nastie to progress to the next level, Bomberman 3 has an auto-destruct mechanism for the level critters. As soon as every yellow security terminal has been blasted to either open the pathway or shatter the glass orb, the robot bomber boss gives up on the locals and torches them to put them out of their collective misery.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 89

▲ Bigger, bolder explosions, improved backgrounds and Bomber sprites. Be prepared for some real treats! Watch that igloo blast apart!

SOUND — 89

▲ Some of the best in-game music heard for quite some time on the Super NES. The Volcano world is especially toe-tapping.

PLAYABILITY — 92

▲ All of the playability of the previous editions, plus added fun when controlling the Louies in both Story and Battle mode.

LASTABILITY — 92

▲ How long is a piece of string? The Battle Mode fest could go on forever. The challange has also been increased for the Story for longer life.

OVERALL — 91

The best has just got better. Bomberman is, and always will be the ultimate multi-player game, but the new story makes this an essential purchase.

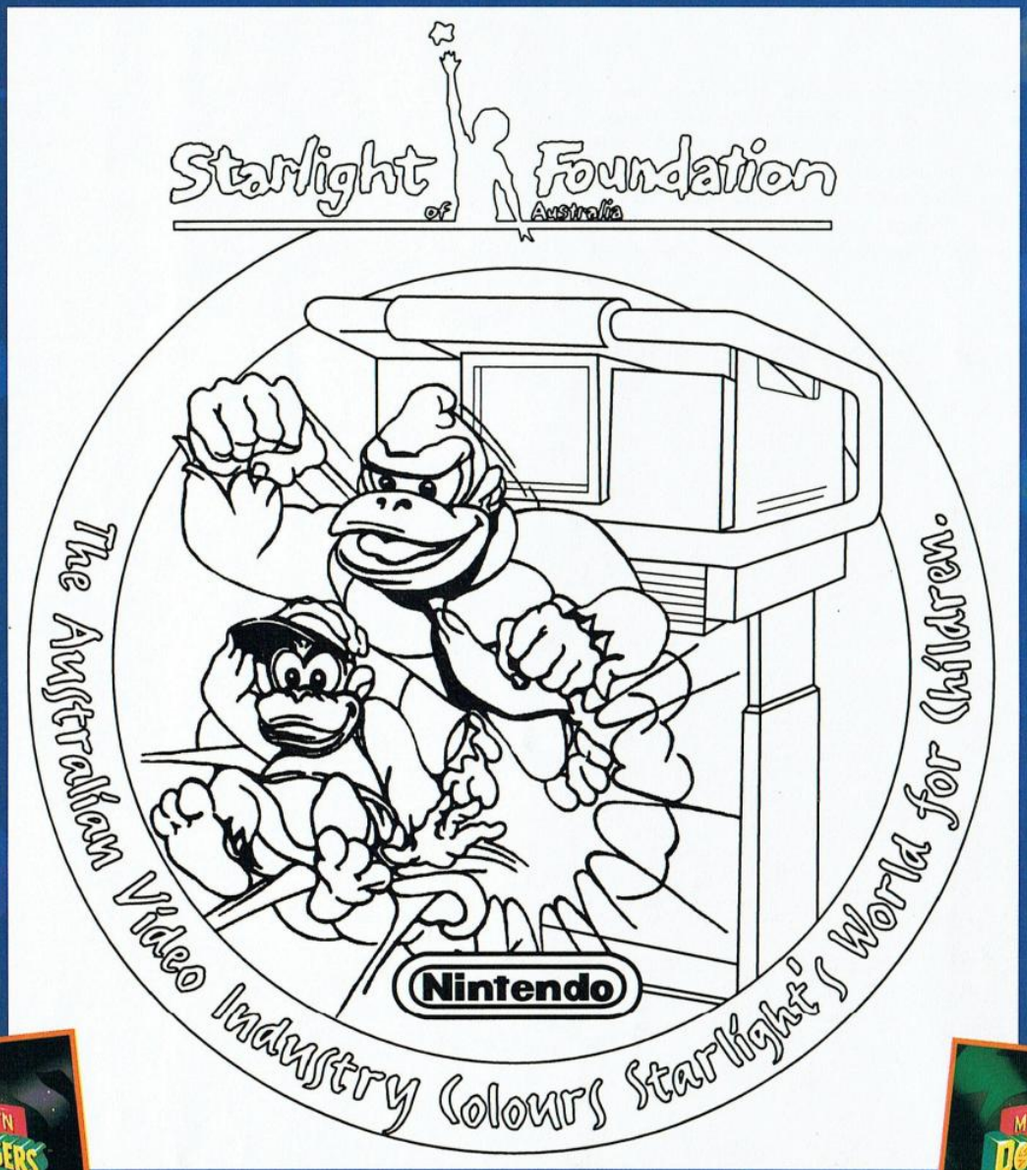
COMMENT

ANDY

It's not many games with a basic concept solid enough to have spawned two sequels - some just aren't up to it, others it just isn't appropriate. In fact, outside of Street Fighter and Mortal Kombat I'd be hard pressed to think of any worthy candidates - except Bomber Man, that is. Bomberman 3 has succesfully taken all the elements that made the first two games great - the multi-player comaptibilty and unrivalled playability - and added to them enough new features and challenge to make the game worthwhile owning. In the case of Bomberman 3 this means a host of brand new characters to play as in the battle mode, several new worlds with bizarre hazards to conquer and some assistance in the form of the Skippy-esque Louies that appear in both the noraml and Battle modes. yep, this is everything

GIMME THOSE PRIZES NOW!

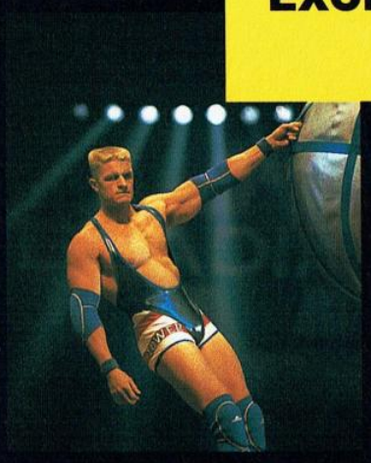
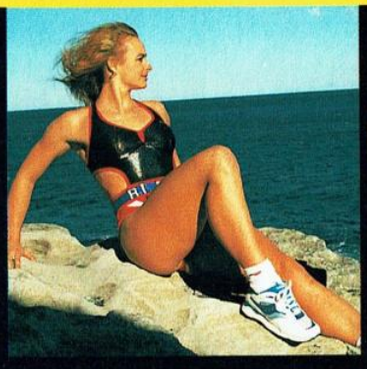
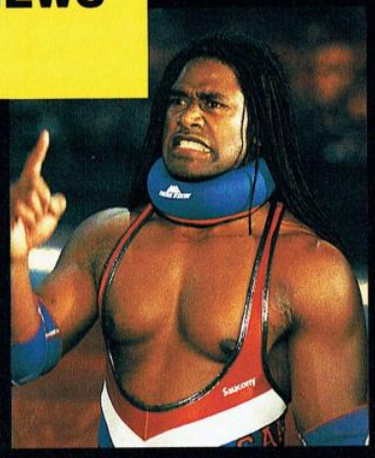
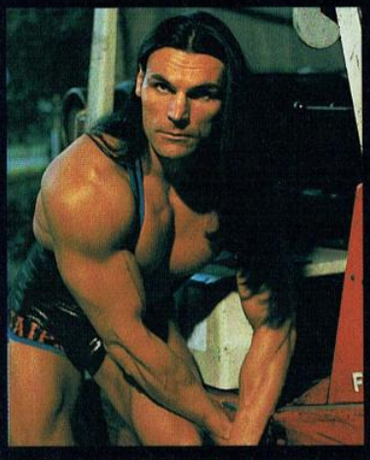
Ever been to hospital? Been bored? Then the good news is that now there are Starlight Fun Centres in most hospitals around Australia. The Australian Video Industry has created a little gaming heaven where there's always the latest cool game to play. Each one has a Super NES and the latest Nintendo games, a video and TV monitor. To celebrate the Starlight people have got together with Nintendo and Polygram Video to give us ten prizes. The winner will receive a copy of Unirally and Dr Mario and two Mighty Morphin Power Rangers videos. Nine runners up will each get two Power Rangers videos. So what do you have to do? Well see this pic of Donkey and Diddy Kong? Well we want you to get out your coloured pencils or textas and colour them in and then send them to Gimme Those Prizes Now!, PO Box A305, Sydney South NSW 2000 by Wednesday, October 18, 1995.



THE FINE PRINT

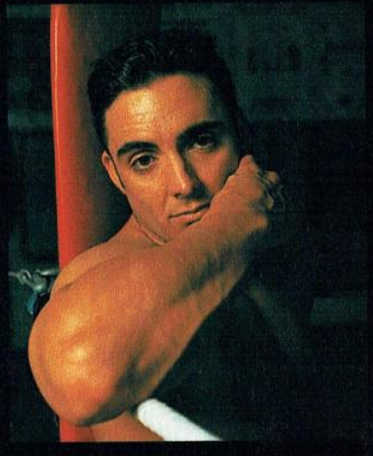
The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter and its advertising, sales promotion agency and printers are not eligible to enter. Entries close at 5pm, Wednesday, October 18, 1995. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

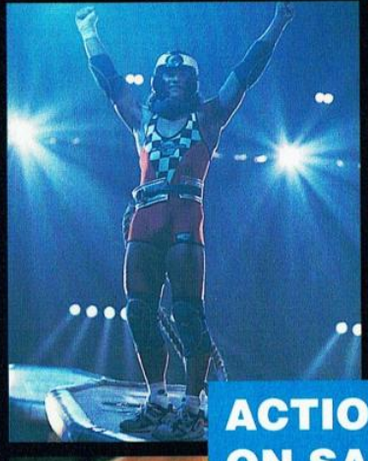
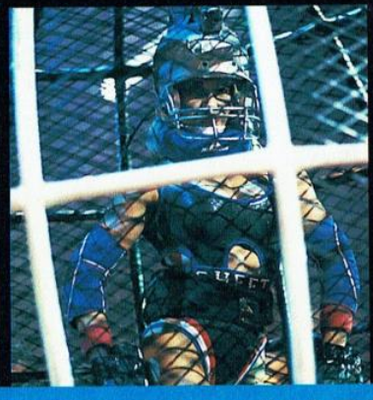
EXCLUSIVE INTERVIEWS & PHOTOS!

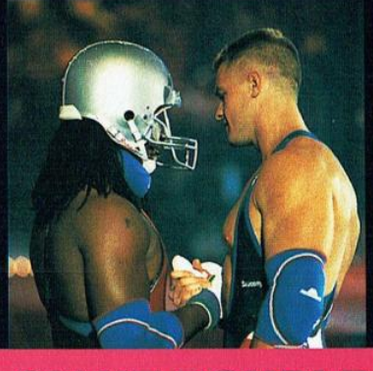
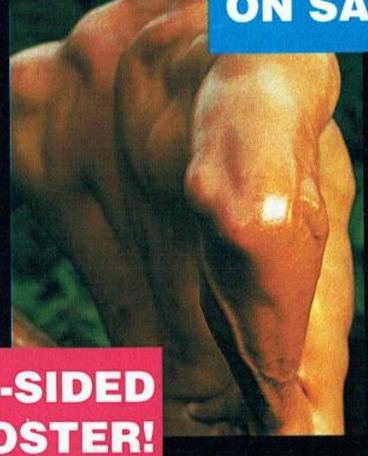
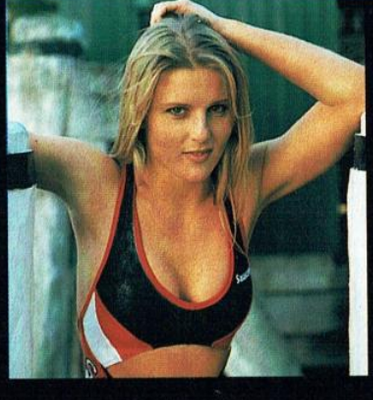
GLADIATORS

KICK BUTT!



ACTION-PACKED MAG ON SALE NOW!

GIANT DOUBLE-SIDED PULLOUT POSTER!

REVIEW
GAME BOY

CART SPEC
- BY: THQ
- RRP: $59.95
- RELEASE: OUT NOW
- GAME TYPE: GOLF SIM
- CART SIZE: 4 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Various

GAME INFO
- GAME ORIGIN: The latest Game Boy version of the ever popular PGA series
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Finish all rounds under par
- ALTERNATIVES: Mario Golf, Konami's Ultra Golf
- SUPER GAME BOY Additional Features: None

GAME CONTROL
- CONTROL: Game Boy
- RESPONSIVENESS: Good

(A) Everything

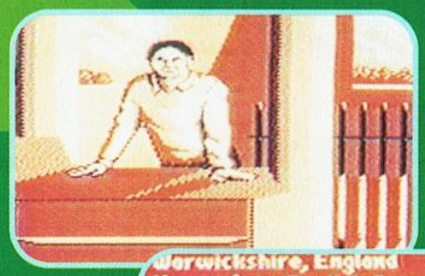
(B) Cancel choice

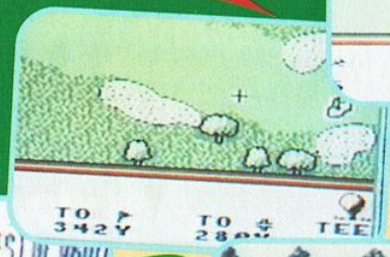
(S) START: Music on /off

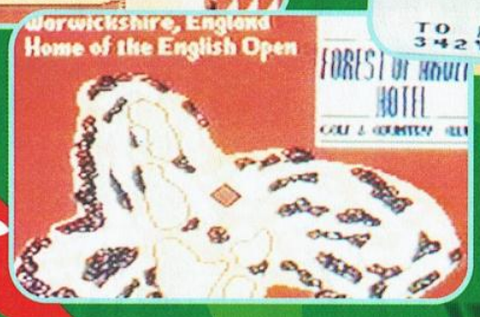
(S) SELECT: View green

GAME CREDITS
- DEVELOPED BY: MALIBU
- DISTRIBUTED BY: METRO GAMES
- MADE IN: USA
- ARTWORK: ©1995 THQ/PGA ENTERPRISES

Certain names are guaranteed to create interest wherever they appear in the gaming world. FIFA, for instance, attached to any soccer game more or less says "Quality game. Please buy me". Likewise, if it's American sport games you're after, you'd lookout for and NBA, NFL or NHL endorsement. And when it comes to golfing games, there's only one choice - the PGA mark, which just so happens to feature in the title of THQ latest offering...

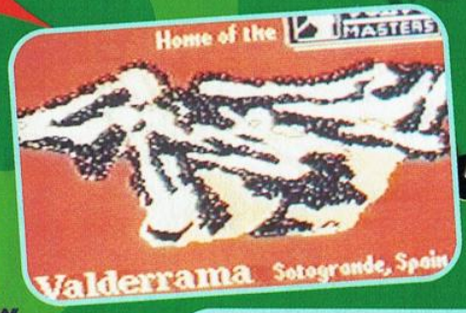


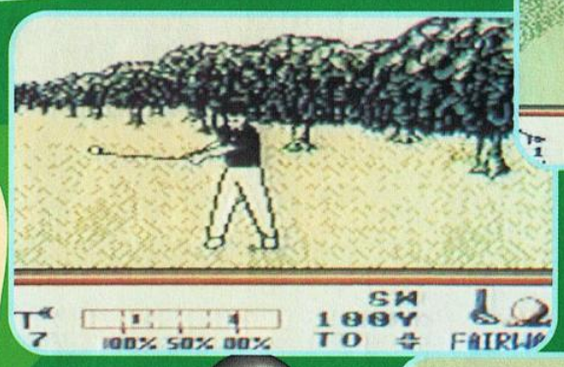


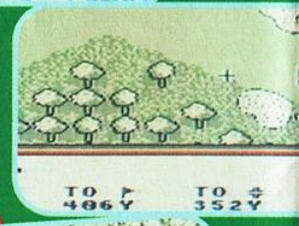


ONE-HIT WONDER

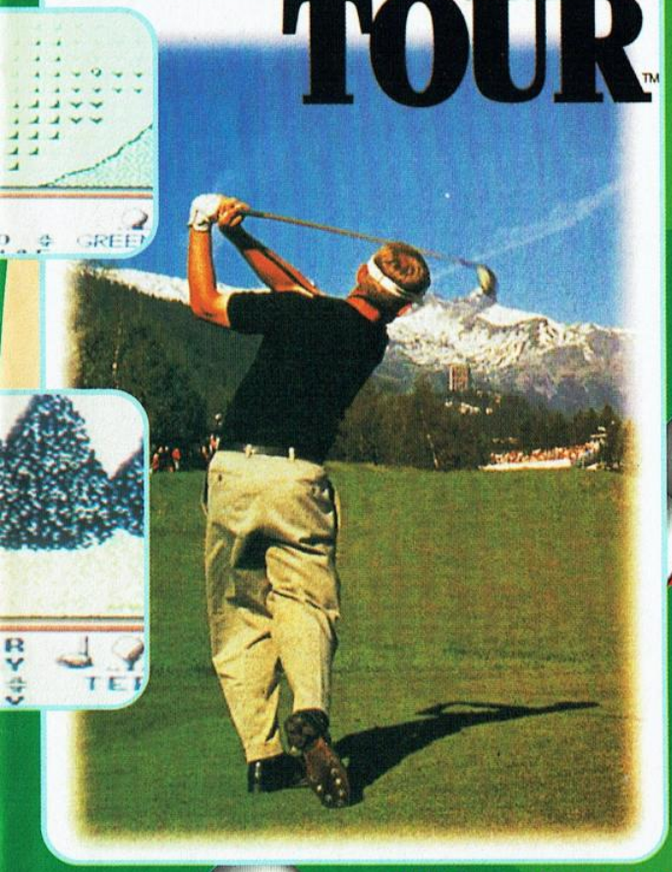
Okay, so you've equipped yourself with a full set of golf-sticks, you've got a bag of knobbly white balls and have been charged with the task of getting them into a small hole a few hundred meters away. So what next? First thing is to use the cross-hair to measure the distance to the spot on the course you are planning to aim at, and ensure you have a club capable of this feat. Next, if you deliberately want to hook or slice the ball a little - to avoid an obstacle, perhaps - use the Draw and Fade meter. Once you are satisfied with your pre-shot preparations it's time to draw your attention to the Stroke meter. It's here that the power and accuracy of the shot is determined. Press the shot button once to stop the meter as it rises and falls between 0-100% power, then press it again to stop it on the accuracy point - a spot marked underneath the 0% - to ensure your ball flies long and straight.





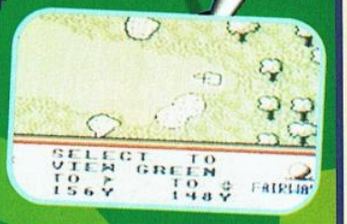


PGA EUROPEAN TOUR



CLUBS 'N' BLUDGEONS R US

Also crammed into this cart is an invisible caddy who, rather annoyingly, selects what he believes to be the most appropriate club for any given situation. Generally, the caddy is a pretty sharp fellow and chooses just the right club each time. However, if you are feeling slightly adventurous or would just like to experiment, it is possible to change to the club of your own choice by pressing the D pad up and down to cycle through the selection. Go on, live a little!



NICE PLACE FOR A PICNIC

The ball lands in five conceivable areas - six if you count Out Of Bounds. They are...

THE FAIRWAY: Here is the ideal place for the ball to lie. Perhaps the only slight impediment is when your ball is lying in a depression, in which case the distance afforded by your chosen club is slightly reduced.

THE GREEN: Where all you need to do is judge the topography of the green correctly. Putters are the only club allowed meaning the wind is no longer a factor.

THE ROUGH: The horrid patch of scruffy grass by the side of the fairway. The rough reduces the distance the ball travels on the next shot.

HEAVY ROUGH: You're in trouble if your ball lands here! It's best to try and chip the ball back onto the fairway and not try anything too heroic. Avoid using the Draw and Fade meter.

SAND: Makes the heavy rough seem like a pleasant stroll in the park! It's nigh-on impossible to play an accurate of lengthy shot out of a bunker. Safest bet is to use the sand wedge, although you may want to risk using a one or two iron to try and get a bit of much-needed distance.

COMMENT

PAUL

Games like this are damn near perfect for the Game Boy. There's plenty of room for skill and judgment but no fast action or blurry graphics to spoil the enjoyment. Yes, PGA Euro Tour is a fine golfing game indeed, and it's hats off to the programmers for cramming in so many features AND four full-sized PGA courses! It might not score highly in the adrenaline-pumping, high excitement stakes, but what golf game ever does? Slip on a comfy pair of slippers and watch the hours fly by.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION		■		
CHALLENGE			■	
REFLEXES		■		
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH		■		
YEAR			■	

GRAPHICS

▲ Small, but clear and very functional. The animation of the characters is pretty smooth, too, what little there is.

83

SOUND

▼ Absolutely dire. Why they bothered trying to write a tune is one of life's great mysteries, but thankfully you can turn it off.

25

PLAYABILITY

▲ Very easy to get to grips with

▼ Especially if you're familiar with the PGA style.

89

LASTABILITY

▲ Four full sized courses, a variety of characters to play with and a two player-option.

90

OVERALL

While golf might not appeal to everyone, this is one of the best home versions of the sport you can buy.

89

anime INTERVIEW

Haruhiko

During Amos' recent visit to the LA Anime Expo '95 - a three day concentrated dose of animation previews and screenings, guest panels and merchandise hunting - he managed to have a chat with Haruhiko Mikimoto, who attended as a guest of honour.

Although not formally trained in art, a passion for drawing since he was a child has led Haruhiko Mikimoto down a very different path to what he was trained for at college - engineering! Since that fateful decision to abandon his studies for more artistic endeavours, Mikimoto has become one of the anime industry's most popular and respected designers, responsible for a multitude of distinctive characters for popular anime that includes *Aim For The Top! Gunbuster*, *Super Dimensional Century Orguss* (both the original TV show and the remake) and *Gundam 0080: A War In The Pocket*. He also has many illustration books in publication as well as the manga *Marionette Generations*. But it was his work on the landmark anime series and movie *Super Dimensional Fortress Macross* that most people would know him for over here. Since then, Mikimoto has continued to work on the more recent Macross projects: *Macross 2*, *Lovers Again* and *Macross 7*, currently on air in Japan and also available in manga form.

NMS: When designing characters, is it important to consider how they move in the final animated feature?

Haruhiko Mikimoto: That's not my job; I provide the artwork for each character and then it's up to the animators to bring them to life on the cels. But I do bear in mind whilst I'm working that my creations will be moving, so I'd never do something that would be awkward to animate! Nevertheless, animators do tend to modify the designs slightly.

NMS: Do you get offended by that?

HM: Not really; it's the overall effect I look for as opposed to any minor details that have changed. The emotion expressed in anime can be inspiring and I'm always pleased with the results of projects I've been involved with.

NMS: What inspired you to become a character designer and who are your influences?

HM: There are so many that I really couldn't name them all! But if I absolutely had to name one example that started me down this path, it would have to be *Mobile Suit Gundam*. A character designer that particularly influenced me is Yoshikazu Yasuhiko, who worked on the original *Gundam*. (Yasuhiko is a manga/anime star who has designed characters, written and directed many fan favourites including *The Venus Wars*, *Arion* and *Crusher Joe*, to name but a few). Some people have asked whether Disney is an influence, but it's hard to take any cues from them as their tradition and techniques of animation are so different to ours.

NMS: I loved the designs of Hikaru, Minmay and co. in the Macross movie *Do You Remember Love?* How much longer did it take to refine them after the TV show?

HM: Well, they had already changed a bit by the end of the TV show as my own style continued to develop; the trick was to do it gradually so that the effect wasn't too abrupt. But it was a lot of hard work to get them right for the movie ... I'd say that the process took about one and a half years. Drawing an existing character is easy, but in those initial stages when you're trying to flesh them out or develop them can take anything from weeks to over a year to get right!

NMS: How do you feel about Japanese animation reaching a worldwide audience?

HM: It's funny; but after I finish work on a production I have no idea on where it will be distributed - even in Japan! I'm overjoyed that so many other people watch it and get something out of it over the world.

NMS: Has there been pressure to revise or change your style to accommodate the growing international anime market?

HM: Not at all in my discussions with producers or directors. It would rarely happen, if ever.

NMS: 3-D computer animation and modelling is often applied to mecha sequences in anime, but would you consider using the technique to create characters in a fully computer animated feature or, say, a fighting game?

HM: I've recently been involved in creating characters for 2-D animated sequences for video games but nothing to the extent of what you're suggesting! The merging of

Mikimoto

computer graphics and animation is something I'm very much aware of; unfortunately as technology marches on I often feel left behind! But I'd be very curious to see what I can come up with and I'm very excited about new avenues of creativity these new techniques can bring.

There's a collection of my illustrations available on CD ROM in Japan and, although I was not directly involved with the product, the staff showed me the steps in transferring my work into the digital realm. I feel that this is a promising aver for my work and I'd certainly be interest in releasing another volume if given the opportunity.

NMS: Why weren't you involved with *Macross Plus*, when you've worked on every other *Macross* production?

HM: (Laughs) If you're thinking there's been a squabble between (director) Shoji Kawamori and myself you're wrong! I was originally slated to design the characters for *Macross Plus* during its initial development, but then the *Macross 7* TV series and some other projects I wanted to do got the green light. There simply wasn't enough time to handle both projects, so I chose *Macross 7*.

NMS: Kawamori had said a while back that he'd never do a sequel, so how did he end up directing *Macross Plus* and supervising *Macross 7*?

HM: Well, he's a very funny and extremely talented person; when he says that he'll never do a sequel you should really take it with a grain of salt as it changes every time someone brings it up! (Laughs) When he originally made that comment he was single and money was not that much of an issue so he could turn down requests ... but perhaps now that he's married and has kids he's more open to suggestions! (Laughs) But seriously, as a friend, I always look forward to working with him again and I hope there's an opportunity in the near future.

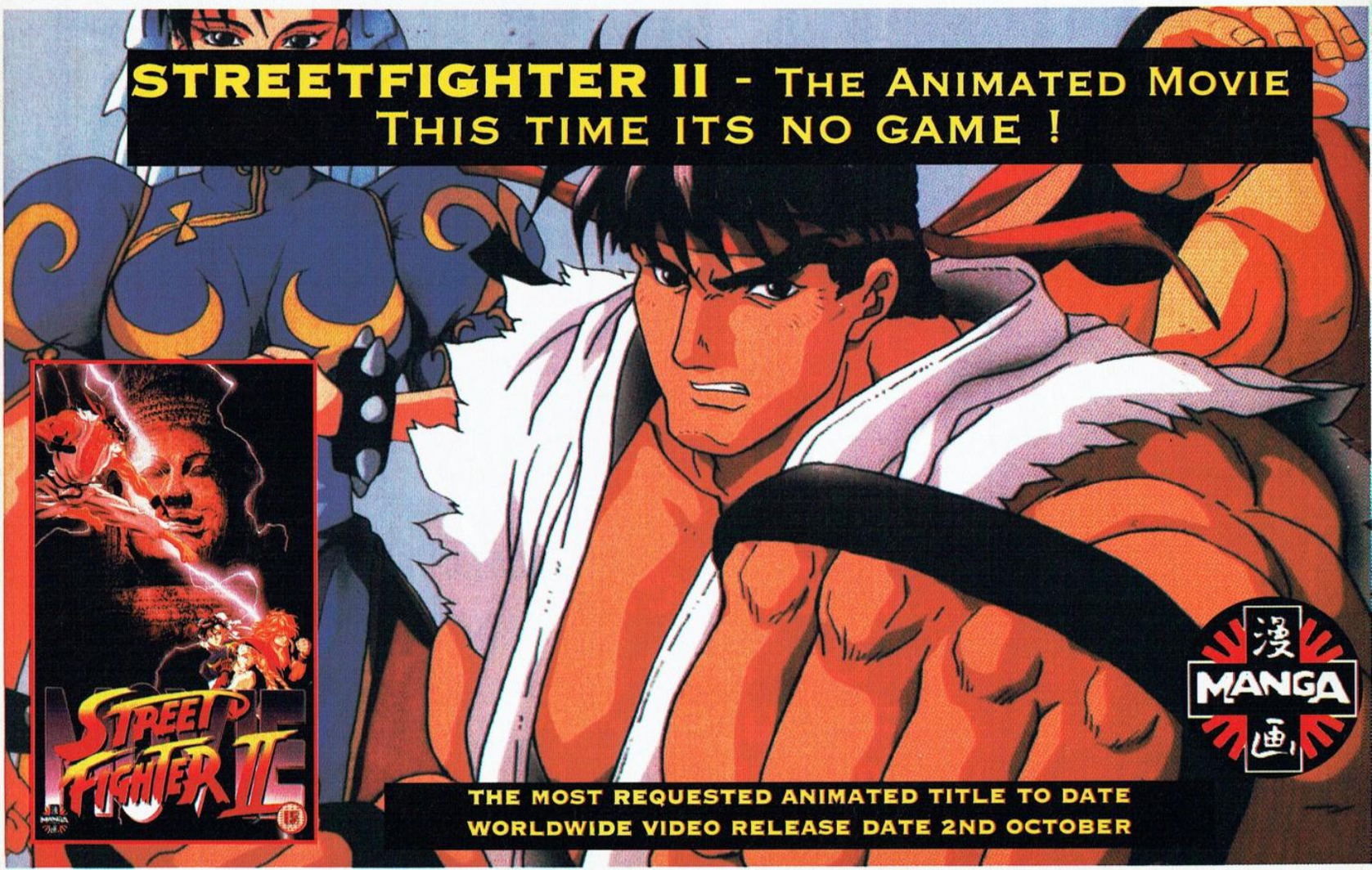
My work ethic is to not be prejudiced about projects offered to me; if I have enough time I will do it and I'll work to the best of my ability. The creators in change of plot, ideas and whatnot generally enjoy a break to refresh themselves before the next project, but I have to constantly draw to keep up my skill level. If I slack off, my style may change so drastically it'll cause problems! So I like to be constantly working and refining my skills on the job.

NMS: Would you like to write and direct your own feature sometime?

HM: Oh, I really don't feel qualified to do such work!

NMS: Then what about your work as a manga artist?

HM: In Japan, professionals can create between 30 to 100 pages a month, whereas my output on *Marionette Generation* was eight pages! I really wouldn't call myself a seasoned professional!



MAIL BAG

Well I don't really know where to start with Mailbag this month. It appears that Mary's not the only one excited by the prospect of Yoshi's Island. It has brought a deluge of mail to these esteemed pages. I will now turn these pages over to Dinosaurland-related mail for positively the last time. In future, if you want to sign your name as anything ending with an -oshi, it will not, I repeat, NOT, be printed in this magazine.

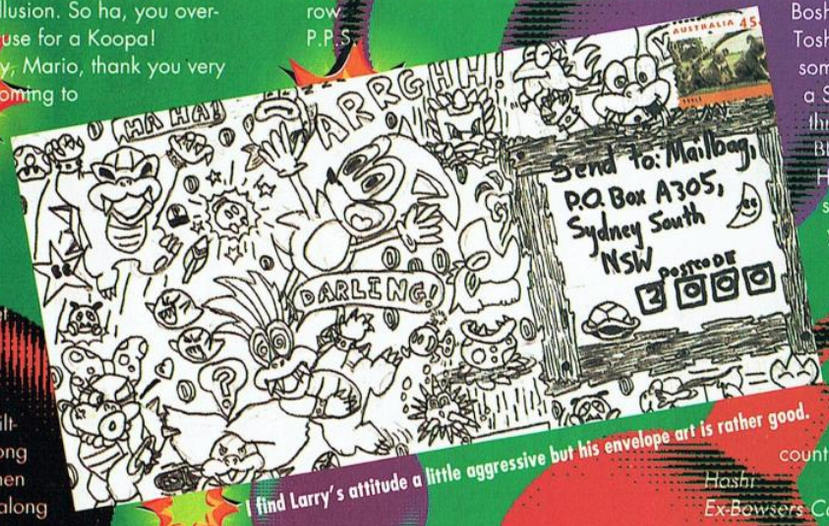
Now, for the rest of you, if you have something vaguely interesting to say on the subject of Nintendo send your letters to Mailbag, PO Box A305, Sydney South NSW 2000. Now, as a slightly misleading intro, we kick off with a letter from Larry Koopa, followed by a bunch of missives from a whole slather of people who really need to get out more. Till next month's slightly more sane Mailbag...

DEAR PAVLOVA KING

Okay, I have just one thing to say to my (idiot) brother: since when did you move into Castle #7? THAT'S MY CASTLE, YOU STUPID GOOMBA!! You think you're so cool just because you're older than me. Well, you're so wrong fool, 'cause I get to guard the front door and all YOU control is the Forest Of Illusion. So ha, you overweight excuse for a Koopa!

By the way, Mario, thank you very much for coming to my castle. You see, I'd just gotten out of my lava bath and couldn't get in again, 'cause that dumb platform kept tilting the wrong way! But then you came along and kicked me back in. Ah ... 3000 DEGREES HEAT! Sure warms the shell doesn't it? And to Yoshi, Joshi, Roshi, Boshi, Hoshi and, most of all, Noshi, you're all chicken because you won't come into my castle.

Lots of Hate,
Larry Koopa
Castle #7
Valley Of Bowser, Dinosaurland 0101
P.S. I like the sound of that new guy Zoshi! I think I'll visit planet Ork tomorrow.
P.P.S.



I find Larry's attitude a little aggressive but his envelope art is rather good.

Who's that impostor Toshi?
P.P.P.S. Fat Boy, if you don't print this, I will imprison you in my dungeon where you will be forced to eat pineapple pizza 24 hours a day!!
P.P.P.P.S. I have to go now and feed my pet Thwomp.

DEAR FAT BOY

Hi it's Hoshi here again. I just wanna know who the glorp is Zoshi? There are only Yoshi, Joshi, Roshi, Boshi and I. Who the glorb is Toshi and Goshi? I've heard some rumours that they have a Sega, (hang on I need to throw up - BLARGGGGGGGH). Hey Fat Boy could you send Mortal Kombat 2? If you do I'll send you photos of the Segas (puke) blowing up plus the so-called Toshi and Goshi. (By the way the photos down here look like drawings!). Thanks Fat Boy I knew I could count on you.

Hoshi
Ex-Bowsers Castle
Dinosaurland
P.S. Come and see me sometime and all of my cool cousins.
P.P.S. Or could you send Super Street Fighter II. Thanks.

DEAR FAT BOY

In my previous letter, I put Delecom and Opdus, not Telecom and Optus. We don't live in your world!!!!!

Zoshi you are a load of cow dung! You wouldn't know how to beat up the Marios if you had a brain! Even if you did beat them up, one thing would stand in your way. The mega Dino Warriors. Yoshi! Stop boasting you get Comet Express mail, so what!!!!!

I get my mail (like NMS) from the Express Dino. Let me explain, the minute it's out, two seconds (one second up, one second back again), NMS is on my door step.

Roshi, get a life. Listen to me. Don't get crappy comet express, get the Express Dino, (and a life). Hi! to everyone in the Let's Blow Up Yoshi Federation. But I have to go and play the new Super International Cricket Game, on the Super NES. Bye!
Toshi (the blue bazooka blowin' dino)
Dinosaurland (glorp!)
P.S. Die Zoshi.
P.P.S. I enclosed a picture of us, the mega Dino Warriors.
P.P.P.S. I've never heard of a Joshi and I don't know why people are talking about him, I'm the blue dino around here. Glorp!

TO THE FOOLS YOSHI, JOSHI, BOSHI, GOSHI, HOSHI, TOSHI, ROSHI AND THE LOSER BROS.

Fools! Idiots! Weak pathetic mortals! Remember that giant egg on top of the Volcano on Koholint Island? That was me before I hatched. Yes, me, your long lost brother intergalactic warlord, Xoshi. Me and Zoshi were second best from the time Mum laid us. As soon as

• - • - - • - • • - - • LOOK IT'S A MISSIVE FROM MUMMY • - • - - • - • • - - •

TO ALL OF THE -OSHIS

This is Yoshi's mother Moshi (the pink one) and what you have been writing in this disgusting magazine is all nonsense. For a start Goshi there is a Roshi and he does exist, I have pictures of you two when you were babies in the swamp together, you two weee best of friends until that blasted Zoshi brainwashed him into thinking he was Amos Wong! You must find him, he could be in danger because you know the reputation that Amos has and he could be Numero Uno on every NMS reader's hit list.

And Joshi, your jealousy of Yoshi has given him a nervous breakdown, that nice Dr Mario doesn't know how long he can keep his sanity for and it wasn't very nice of you to Bob Omb his house into oblivion! Now you either apologise to your brother or you're are out of the family!

And Toshi, it is so lovely that you are still alive after that little incident with the French nuclear testing nonsense. The reason you were not included in the meeting on the big star was because you were declared dead, so I guess that is a pretty good reason. And by the way, you don't have to worry about bombing Yoshi's house because that troublesome brother of yours, Joshi, has already inflicted that cowardly act of DSVism, Hoshi. You really are a violent little dinosaur, now I am sure that your little friends Dhalsim and this Bison character can annihilate Boshi. But you see little darling, Boshi is in no condition to play your silly little war games at the moment because your older brother Joshi has made him go crazy.

It is not Boshi's fault that Bowser's Castle is buggered. Even video game bad guys have to flatulate now and then to get the bad gases out of their system now don't they?

And last and definitely least Zoshi. Just you wait till your father gets his hands on you young man! I thought we got rid of you and that Plant Orc looked the perfect place for you to start your own empire but why did you come back and kidnap your brothers and cousins? Just so you could get your silly little revenge?

You are a disgrace to your family and unless you apologise to your brothers and cousins then I will banish you to SEGA!!!! You will be stuck in a world of crap graphics, crap copies of crap Nintendo games and hedgehogs as far as the eye can see! So you had better pay your debt to the family. If there is any member of the family that I have not mentioned or doesn't theoretically exist then write to this vile mag and become a member of our family and who knows, you might get your own game like Yoshi.

Moshi
Mother of Yoshi
Vanilla Dome Retirement Home
Dinosaur Land
P.S. I thought I might as well tell you all now, I laid another egg and Dr Mario says it is a girl so I will make sure when she grows up she will fight for women's rights and teach you chauvinistic pigs a lesson.
P.P.S. Daddy sends his love to you all (except for Zoshi).
P.P.P.S. And by the way Fat Boy,

I was laid Mum got rid of me. My egg was 50 times bigger than your eggs so she put me on top of a volcano. She kept Zoshi till he hatched. Zoshi and I are going to get our revenge on the damned Mario Bros. Zoshi and I have returned from our planets to crush Yoshi and friends' land! My friend Ghazghkul Mag Ujuk Thraka will help us destroy Dinosaur Land. Ganon and his forces will also help us destroy you Yoshi. Make sure Yoshi gets this message through NMS as I heard you have a dinosaur hotline.

Lots of hate
Xoshi, the black Yoshi
Planet Urk, Large Magellanic Cloud

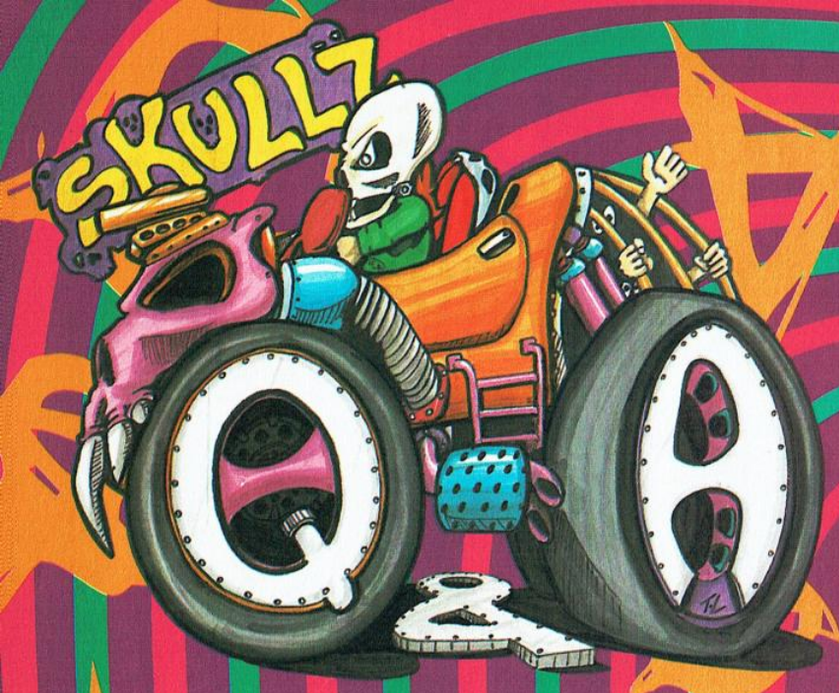
P.S. Yoshi, Joshi, Boshi, Goshi, Hoshi, Toshi and Roshi don't say hi to mum for me because she is an old hag.
P.P.S. See you on earth, Zoshi.
P.P.P.S. I'll be back.
P.P.P.P.S. I can write and I wrote this myself.
P.P.P.P.P.S. I am a male, unlike Yoshi.
P.P.P.P.P.P.S. Nintendo on our plane is much more efficient than on your planet. We are up to our 1024 bit machine already.

GORP FAT BOY

Gorp, dorp, zorp, porp, glorp, plorp... Oh, hi there Mr Fatty. Can I say something to the dinos first. Boshi, your dino meeting, LBUYF (Let's Blow Up Yoshi Fast Club) is finished, finished!!!! Joshi and Hoshi ain't going there, no sirree, they're not jealous of Yoshi, they are friends with Yoshi. Well I'm running a meeting called LBUBF (Let's Blow Up Boshi Fast) Ha ha ha ha ha ha ha! Yup, Hoshi, Yoshi and some other dinos and I will be discussing ways to knock down your house! And a super duper Koopa paratroopa hello to Yoshi. Hello Qoshi, Woshi, Eoshi, Roshi Toshi, Uoshi, Ioshi, Ooshi, Poshi, Aoshi, Doshi, Foshi, Goshi, Hoshi, Joshi, Koshi, Loshi, Xoshi, Coshi, Voshi, Noshi, Moshi but not Boshi or black Zoshi!!!... And Goshi and Roshi, stop arguing! There is more than just one red dino on the planet dino. I'm red too!

Here's the story: 25 dinos went for a walk one day when Zoshi dinosaur-napped them. They were brainwashed to fight each other. The final boss is Lord Zoshi.

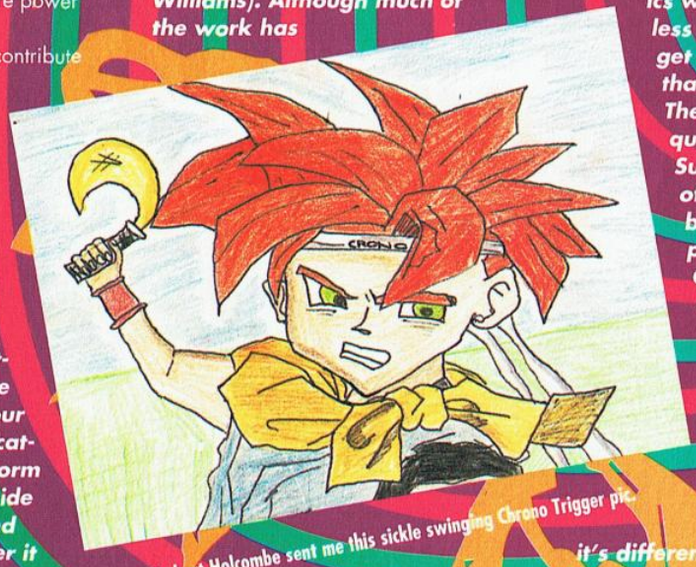
Now one more thing, Fat Boy, employ some better art droids immediately!!!



Greetings, fellow creatures. Firstly, the video game babe comp elicted a great responce and, althouh the voting was rigged by a number of contestant's personal fan clubs, all published entrants win a new Super NES game from Metro Games. Secondly, all who wish to officially register with my DSV legion send in a letter of application now. Simply state why you think you deserve to join, and if I think it's a good reason, you're in!
Send your questions and applications to Skull at PO Box A305, Sydney South, NSW 2000.

Q Yo Skullz, ma bruda,
I want ya'll at NMS to give me some info on Nin-ten-do, bro. So answer ma plea 'cause if ya answer later, I'm gonna blow a hole inside of ya the size of a moon crater! Ya know what I'm sayin'?
1. Could y'all tell me who is overall in charge of Nintendo. Is it Nintendo of America or Nintendo in Japan, or both?
2. Who developed the NU64, Nintendo of America or Nintendo Japan, or did both of them work on it?
3. Will the NU64 have more power than the PlayStation?
4. Did Nintendo Australia contribute anything to the NU64?
I know these are strange, but answer them 'cause you're in ma shootin' range. Ya know what I'm sayin'?
PEACE BRUDA!!
— Curious Maximus, Wishart, Qld

A ***Skull: I was tempted to bin your letter the instant I read it, but your unusual questions indicated that a sentient life form resides somewhere inside your homeboy ego, and prompted me to answer it instead.***
1. Nintendo Co., Ltd., is based in Kyoto, Japan. Nintendo of America Inc. is a wholly owned subsidiary of NCL and serves as headquarters for Nintendo's operations in the Western Hemisphere.
2. Development of the NU64 was initiated by NCL and undertaken in collaboration with Silicon Graphics, Inc.; Rambus Inc.; and WMS Industries (a joint venture between Nintendo Inc. and Williams). Although much of the work has been carried out in America, you can bet that all the shots are being called from the head office in Japan.
3. Comparing the PlayStation (or any other 'next-gen' console, for that matter) to the Nintendo Ultra 64 is like comparing and Atari 2600 to the Super NES.
4. If they did, they've been awfully quiet about it.

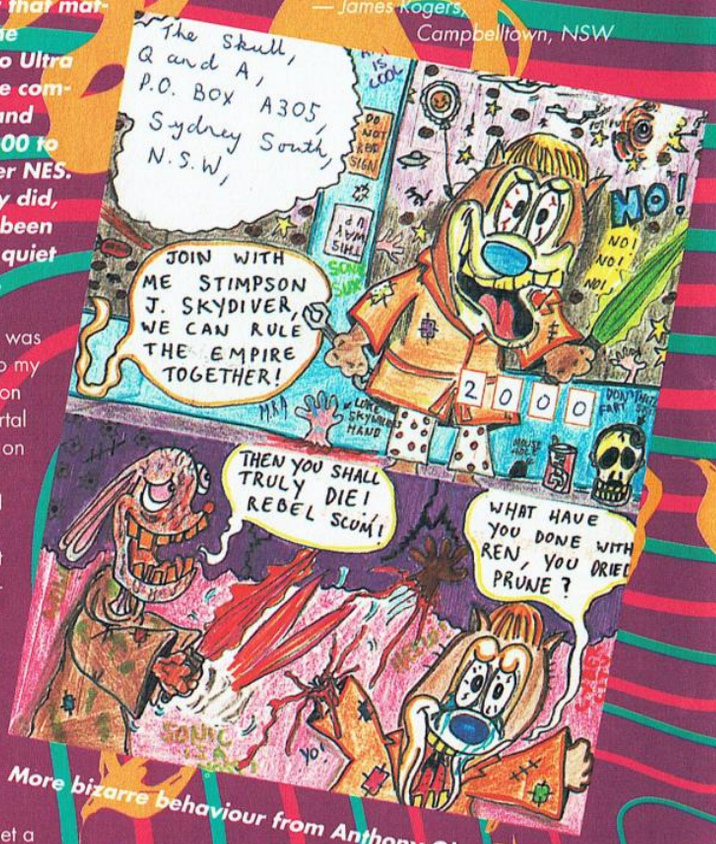


Robert Holcombe sent me this sickle swinging Chrono Trigger pic.

Q 1. I was listening to my friend go on about Mortal Kombat II on his Super NES and I was wondering if it was possible to get MKII on the NES? I mean, I feel left out here. Should I get a Super NES?
2. I also want to know if Super Star Wars is available on the NES, as I read the Super NES review and thought it was great.
— Breht Emmerson, Yarra Glen, Vic

A ***Skull: 1. The NES is dead, man, dead! There are no new games slated for release in any territory. Technically, though, the NES could handle a conversion of Mortal Kombat II, although the sprites would be smaller and the graphics would have much less detail. Should you get a Super NES? Well that's up to you. There's dozens of top quality games on the Super NES and most of the old ones have been reduced in price considerably. Or you could wait until April next year and get a Nintendo Ultra 64!***
2. There is a Star Wars game available on the NES and it's not bad, although it's different to the Super NES version.

Q Dear Skull,
I've only just put an Atari Lynx on layby, then when I told my friend about it the other day he said that Atari has stopped making games for it. Is this true?
— James Rogers, Campbelltown, NSW


The Skull,
Q and A,
P.O. Box A305,
Sydney South,
N.S.W,
JOIN WITH ME STIMPSON J. SKYDIVER, WE CAN RULE THE EMPIRE TOGETHER!
THEN YOU SHALL TRULY DIE! REBEL SCUM!
WHAT HAVE YOU DONE WITH REN, YOU DRIED PRUNE?
NO! NO! NO!
2000
More bizarre behaviour from Anthony Olsen!

A ***Skull: Ahh, the good old Atari Lynx. It was a great machine in its day, unfortunately its day has long since passed. Its multiplayer capabilities were its best feature, but sadly there were only a dozen or so good games released before it plunged into obselecence. If it's not too late, see if you can get a Game Boy instead. And if it is too late, get used to playing California Games! (Does it still come free? Hmmm...)***

Q 1. When will Mother 2 come out in Australia?
2. What kind of music do you like?
3. Is there going to be more Ultra 64 games released in the arcades?
4. How many buttons will the Ultra 64's control pad have?
5. What do you think the best type of Super NES control pad is?
6. I think there should be more games like Mother 2, with less fancy graphics and a bigger game.
— Hugh Waters, Casterton, Vic

A ***Skull: 1. It hasn't appeared on the Nintendo (Australia) release schedule, although it was released in America a few months ago under the name of***

Earthbound.
2. Music?! Pah! I prefer to subject my hearing senses to naturally created noises, such as stars exploding and planets colliding!
3. Supposedly so, although details of any future releases have not been released.
4. Sorry, that's classified information.
5. The original Super NES joypad is by far the best. No useless autofire switches to jam, no superfluous buttons to get in the way and, best of all, they're rock hard. Well, not literally, but they can certainly take a pounding and seem remarkably resilient to destruction when hurled at television sets.
6. I agree. Pretty graphics are fine when it comes to putting screen shots on the back of the box, but what good are they when you finish the game the same day you buy it?

This nice, sinister drawing of myself was sent in by Zippy Wonderdog.

Q Dear Skullington,
1. I have a problem. My neighbours bought a Super NES because I bought one and I am their only hope of getting good games. They've played DKC on my Super NES because they haven't bought it yet (but they will) and they're totally dumb players. They also risked buying a game without my recommendation! What a mistake, it was the Power Rangers game. Can you pleeeease help me brainwash them into buying every game that I tell them about? Hmm? Hmmm?!
2. Where are the secret levels (in DKC) in Forest Frenzy and Ice Age Alley?
3. Has anybody in the NMS office ever finished Jurassic Park?
4. How can I tell those neighbours that I am a much better player than they are in a tactful, but meaningful, way?
— Mouse,
Somewhere in Victoria

A ***Skull: 1. Look, I don't want to hear about your problems with imbeciles, I spend far too much time trying to avoid them as it is.***
2. If you're such a good player, why don't you tell me? I bet your neighbours can find them.
3. Yes. Great ending, eh?
4. I think you should first prove that you are a better player before putting those less fortunate than yourself down.

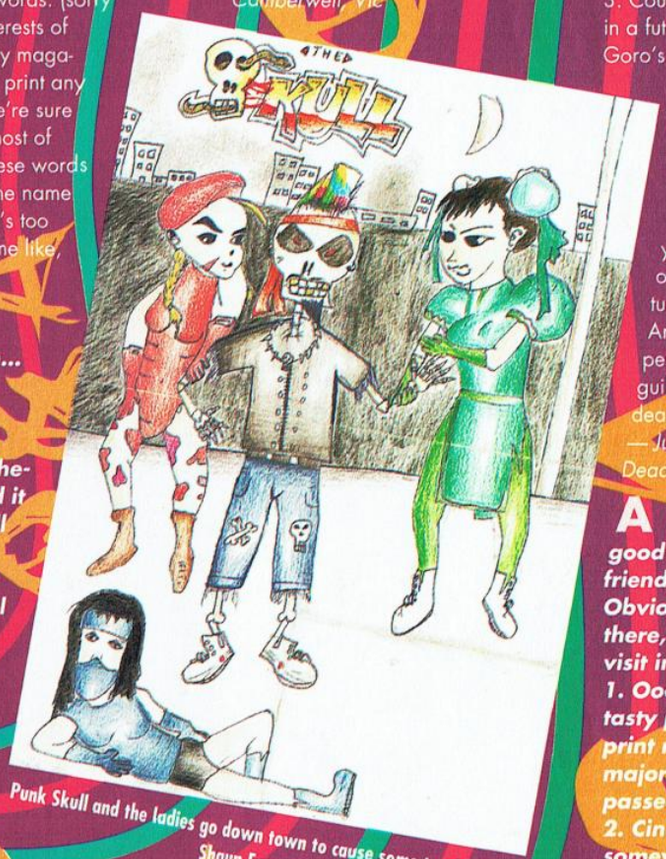
Q In Unirally, when inputting your name or league, if you use 'offensive' words, the Super NES refuses, saying it is 'not cool enough'. I have found that it refuses the following words: (sorry readers, but in the interests of maintaining our 'family magazine' image, we can't print any of these words. But we're sure you can guess what most of them are. — Ed.) If these words turn up anywhere in the name it will be refused, so it's too bad if you have a name like, say, Cassie, eh?
— Dr KraZh

A ***Skull: Hmmm... Fascinating. Very, very fascinating. Utterly trivial, but fascinating, nonetheless. How long did it take you to test all those words?***
P.S. Your suggestions for 'Immortal Dog™: More Ketchup™' are great. I'd love to play a game restricted to players over 18 and under 40!

Q 1. Why aren't there any 3D games where you wear the 3D glasses?
2. Is it true that there will be NU64 games as big as 800 meg? Not that size matters, of course, but is this 800 megabytes or 800 megabits?
— Wayne Wilson,
Devonport, Tas

A ***Skull: 1. Because 3D glasses are painful to wear, let alone look through!***
2. Claiming that a game takes up '800 megs' means absolutely nothing, as this is most likely the size of the game uncompressed. The first lot of NU64 cartridges will be 32 Mbits, although they will have been compressed by up to ten times their original uncompressed size.

Q 1. There has been a lot of talk about the revolutionary red and black graphics on the new Virtual Boy. I was wondering what you've heard about the sound on it. It had better be ten times better than the sound on the Game Boy. Quite frankly, the Game Boy sound makes me wanna puke.
2. On a pic you had of the Ultra 64, I noticed there were four control pad ports. Does this mean that there will be more four-player games?
3. Is Earthworm Jim 2 going to have a battery backup or a password system? I think a game as big as Earthworm Jim certainly needs one.
— P. Emerson,
Camberwell, Vic



Punk Skull and the ladies go down town to cause some trouble! From Shaun Farrungia.

A ***Skull: 1. Good point. The Virtual Boy promises stereo sound through its self-contained speakers. I assume it will have a better sound chip than the weedy one found in the Game Boy, but it's still up to the programmers of each game as to how good the end result sounds.***
2. That would be a valid assumption. Let's wait and see what turns up.
3. A battery backup is unlikely because it would raise the price of the cart, and I don't think Shiny would include a password system, but don't worry, there's bound to be a level skip cheat.

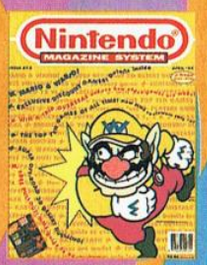
Q Ssskull,
It iss I, Judge Fear. You sshould know me, sseeing as your brother, Judge Mortiss, workss with uss. Judge Mortiss hass been a bit down lately, he wantss you to return to Deadworld and take up your previouss role as Judge ssSskull, destroyer of people who assk sstupid questions. Now if you answer thesse quesstions, I'll let you have a go at wearing my really groovy helmet.
1. Judge Death wantss to ssee more entriess of that competition you sstarted to ssee who could draw the most beautiful video game babe! Sstart drawing now, sssuckers!!
2. Judge Fire would like to know the whereabouts of Cinder of Killer Instinct fame, for he believes him to be a family member, the dweeb.
3. Could us Dark Judges see a poster in a future issue of NMSss featuring Goro's wife from MKIII? (Judge Death's favourite game.)
4. Are uss Dark Judges featured in the Judge Dredd game and, if sso, do we get to ssentence the cursed Dredd?
Now, Judge Skull, return to your weeping brother, and order people to send in more picturess for that competition. Anybody foolish enough to pesster Judge Sskull will be found guilty, and the ssentence isss deathl!
— Judge Fear,
Deadworld

A ***Judge Skull: Yess, it'ss good to hear from my old friends on Deadworld. Obviously you are still trapped there, otherwise I'd expect a visit in spirit.***
1. Oooh, I've got lots of tasty, tasty pics, but I'm afraid I can't print most of them until the majority of my readers have passed the age of consent.
2. Cinder is dead and kicking somewhere in the after life, I'm surprised you haven't bumped into him on your travels. Despite rumours to the contry, Cinder will appear in the Super NES version of Killer Instinct.
3. Hmmm... Not likely, but I'll see what I can arrange.
4. Yes, you are all featured in the game and if players are foolish enough you do get to sentence Judge Dredd. Or should I say Jimp Stallone.

AH, *%©#

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!??? How could you ever call yourself a true believer???!!! What you need are BACK ISSUES!!!!!!!

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.

NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE**: Super Punch Out; **PLUS**: Interview with Nintendo Australia's Marketing Director.

NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE**: Killer Instinct; **PLUS**: Virtual Boy Special, Street Fighter Anime Preview.

NMS 27 REVIEWS SNES: Front Mission, Brutal - Paws of Fury, Itchy & Scratchy, NBA Live '95, True Lies; GB: Desert Strike, True Lies, Mega Man. **GUIDES**: NBA Jam Tournament Edition (SNES), Killer Instinct (U64). **PLUS**: Ultra 64 Special.

NMS 28 REVIEWS SNES: Super International Cricket, Chrono Trigger, Robocop Vs Terminator, Star Trek - Starfleet Academy, Stargate; NES: Lion King; GB: Mario's Picross, Kirby's Dream Land, FIFA International Soccer.**GUIDES**: Unirally (SNES).

NMS 29 REVIEWS SNES: Justice League Task Force, Judge Dredd; GB: Donkey Kong Land, Earthworm Jim, Pac In Time, Judge Dredd, Bubsy 2. **GUIDES**: Illusion Of Time (SNES), Syndicate (SNES). **PLUS**: Acclaim Feature.

NMS 30 REVIEWS SNES: Killer Instinct, Metal Warriors, Megaman 7, Kirby's Ghost Trap; GB: NBA Jam Tournament Edition. **PLUS**: Paradigm Interview.

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Yeah, yeah, yeah I'm filling it out. When you get it please rush me ..... copy/copies of what I've ticked. Okay?! DO IT NOW! Oh, do I get a FREE set of steak knives with it or what?

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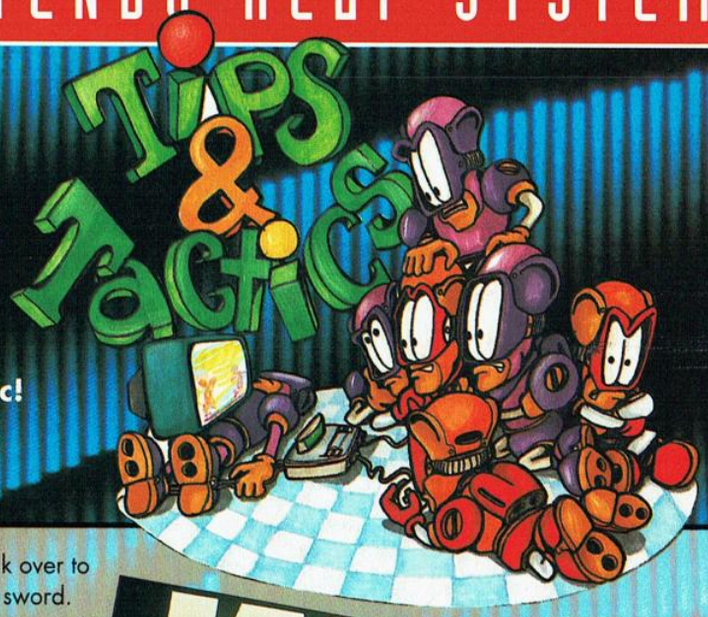
Then send this form to NMS Back Issues, PO Box A305, Sydney South NSW 2000. If you don't want to cut up your priceless copy of NMS then a photocopy's fine by us!

The tipsters out there have been busy this month! There's heaps of tips and cheats for Game Boy and the sadly neglected NES, and hackers at heart should find plenty of Action Replay codes as well as some Game Genie codes to play with.

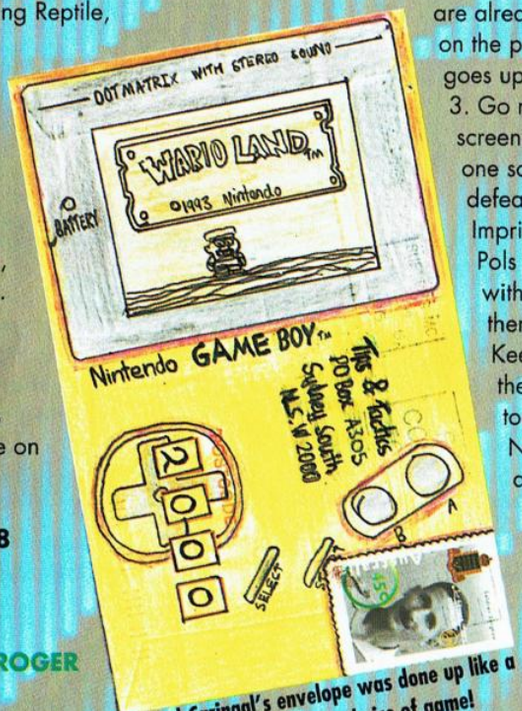
If you've got a few cheats or codes you find handy, tell the galaxy through NMS. All cheats published will win the sender of them a shiny new comic! Send game information to NHS, Nintendo Magazine System, PO Box A305, Sydney South, NSW, 2000.



GAME BOY

MORTAL KOMBAT II

EXPLOSION: Using Reptile, kick your opponent's head in and when it says 'Finish Him!' do a force ball then the fatality. Then have a look, says Logan Greenwood, who sent this tip in.



Michael Caringal's envelope was done up like a Game Boy. Excellent choice of game!

DICK TRACY

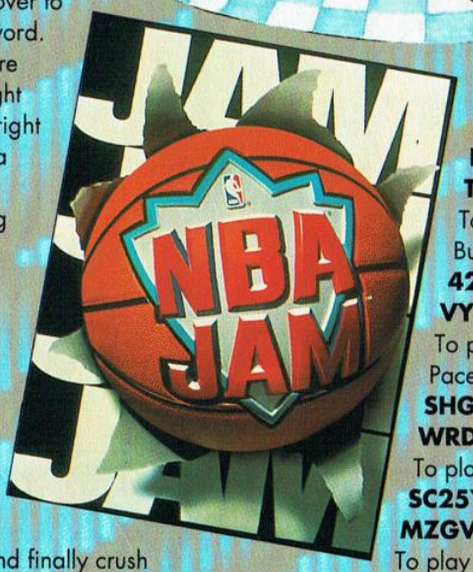
LEVEL CODES: Here's some codes from James Craigie on the Gold Coast.
Level two: **49730**
Level three: **64608**
Level four: **59715**
Level five: **56115**

WHO FRAMED ROGER RABBIT?

LEVEL CODES: Who, indeed? Perhaps these codes from Richard Milczarek will help you solve the mystery.
Scene two - **DLT3QYBY**
Scene three - **GPLDMSRC**
Scene four - **MMCFGWXJ**
Scene five - **BGQTVKJP**
Scene six - **RTJBWN43**

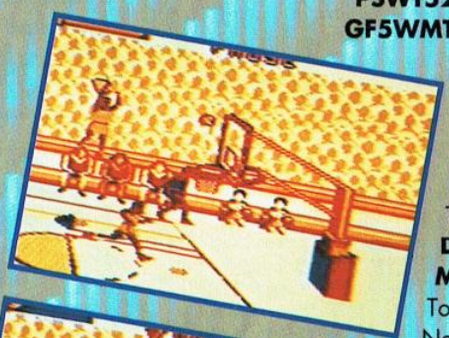
ZELDA: LINK'S AWAKENING

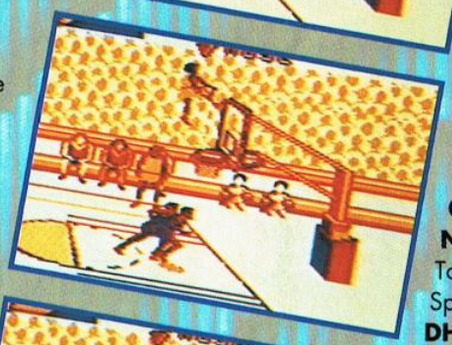
NIGHTMARE KEY: the Nightmare Key can be frustrating to find, but it's easy once you know how!
1. From the Power Bracelet, go right one screen and lift the bottle at the top of the screen to take the upper right passage.
2. Go right one screen, walk over to the Orb and hit it with your sword. This will cause the posts you are standing on to go up. Jump right over the down post and walk right one screen. You can walk on a post that is up if you are already standing on the post when it goes up.
3. Go right one screen then down one screen and defeat the Imprisoned Pols Voice with a bottle, then defeat the Keese (bat), and finally crush the Stalfos (skeleton) to make the Nightmare Key appear.

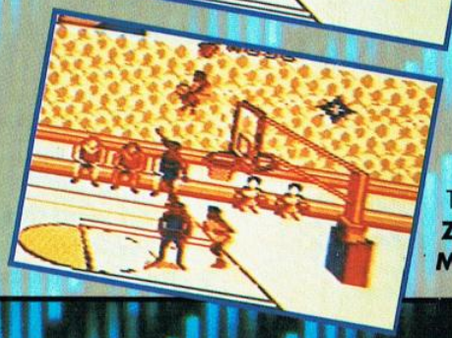


NBA JAM

LEVEL CODES: Kane Harland sent in these pass codes to play the team of your choice. Enter your name as **Z, (space), (space)** and choose **Orlando Magic** as your team.
To play Detroit Pistons:
W5XWIVV
H5FSNML
To play Golden State Warriors:
K5WTYQ3
GHSIMWN
To play Denver Nuggets:
ZX13KR4
LQRFFZ2
To play LA Clippers:
LGD2IPI
TM4YZZ6
To play Milwaukee Bucks:
42F4FTD
VY5CIDN
To play Indiana Pacers:
SHGBCYI
WRDZ2B4
To play Atlanta Hawks:
SC25YWW
MZGVSLL
To play Houston Rockets:
PSWT52T
GF5WMTV
To play Charlotte Hornets:
QKXWZBL
HRFNNHK
To play LA Lakers:
DCNWXBL
MHFNNIK
To play New Jersey Nets:
NF2BXF5
I4JV2H5
To play Cleveland Cavs:
GHDYZGV
NMKXK3M
To play San Antonio Spurs:
DHVWXRL
MMINGIK
To play New York Knicks:
NGSRXWK
KTRMDIK
To beat all 27 NBA teams:
ZCSTDRP
MK5WGYW







NES

ULTIMATE AIR COMBAT

MISSION PASSWORDS: Here are some passwords from 'The Cossack'.

Mission 1: **bqqr999**
Mission 2: **bt!ybbb**
Mission 3: **btxfyyy**
Mission 4: **cwwxddd**
Mission 5: **czgjk33**
Mission 6: **cvbdfyy**
Mission 7: **czfl2jj**
Mission 8: **dddghll**
Mission 9: **dhi4nnn**
Mission 10: **dcwzjjj**
Mission 11: **dczk555**
Mission 12: **fyy2111**
Mission 13: **f2jnr99**
Mission 14: **fxdjm55**
Mission 15: **fxsdhll**
Mission 16: **ggg1p77**
Mission 17: **ggk8t!!**
Mission 18: **gk6txdd**
Mission 19: **gk2poss**
Mission 20: **hll6r99**
Mission 21: **h41rxdd**
Mission 22: **h4gmoss**
Mission 23: **h4k8cww**
Mission 24: **jjjpvbb**
Mission 25: **jjmofyy**
Mission 26: **jm8c2jj**
Mission 27: **Jh4RxDD**
Mission 28: **k338cww**
Mission 29: **k3y4r99**
Mission 30: **k6jpvbb**
Mission 31: **k6mofyy**
Mission 32: **111rxdd**
Mission 33: **1p7vhii**
Mission 34: **1pof411**
Mission 35: **1p6tzgg**
Mission 36: **m55ofyy**

SMASH TV

LEVEL SELECT: When the title screen appears hold **down** and **B** on pad two. Press **START** on pad one and set the game to one-player one-pad. This tip was sent in by Soon Van of Canley Vale, NSW.

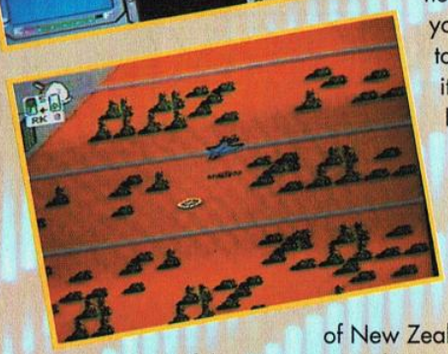
YOSHI'S COOKIE

STAGE SELECT: To start on any stage between 11 and 99 go to the options screen, switch the music off and set the speed to high. Select round ten and press **up** and **SELECT**. You can start on any round by pressing **right** or **left**. This tip was also from Soon Van.

SUPER NES

MICHAEL JORDAN CHAOS IN THE WINDY CITY

LIVES AND LEVEL SELECT: Enter **12345678999** as the password and you'll get 73 lives and access to all levels.



UNIRALLY

STUNTS: Robert McCathie has sent us some stunts that aren't in the instruction booklet.

Head Bounce = Press and hold **B** and **X** together.

Zee-Flip = Once you've gone off a jump and you're in the air press **X** twice.

F1 R.O.C. 2

SUPER ENGINE: Race until you have $100,000 and put it into development of a new engine. Once you get it, hold buttons **B** and **A** to use it. This tip was from Lee Kin Wai.

CLAY FIGHTER T.E.

HIDDEN OPTIONS: Mingus Ritchie of New Zealand tells owners of the tournament edition of Clay Fighter to press and hold **SELECT** and **Left** after picking the character. This will bring up a secret options screen.

THUNDER SPIRITS

HIDDEN OPTIONS: Richard Milczarek sent in a cheat for this old shooter. Press **START + SELECT** on the title screen to access the options menu. With both control pads plugged in, start the game and finish it and go to the options screen where there will now be new selections.

OUTLANDER

INFINITE ENERGY: Another cheat here from The Weasel. During the game press **up**, **left**, **right**, **up**, **B** and **A** and you shall receive infinite energy.

TRUE LIES

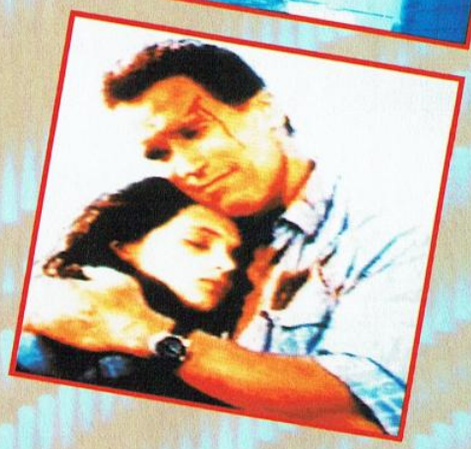
LEVEL CODES:

Level 2 - **BRMKNRD**
Level 3 - **CXGJMQC**
Level 4 - **FVJBKXF**
Level 5 - **HCHDXVH**
Level 6 - **FBJNDBN**
Level 7 - **HJBGBJC**
Level 8 - **JFFFZHB**

And here's a few codes for the hard difficulty setting and a tip, courtesy of James Bodero-Smith.

3 lives in the park: **CQLGFNZ**
3 lives in the mall: **TSNJMLC**

In the Chateau, after going up the first set of stairs, there should be a guard and a bookshelf facing sideways. Kill the guard and walk towards the bookshelf, go to the far end of it and press left. You should now be in a small area between the wall and the bookshelf, now press down. This will take you to a room with one guard and two civilians and a shotgun clip. Walk outside and head straight down to collect the flame thrower then go up and right to collect two more shotgun clips.



ROBOCOP VS TERMINATOR

LEVEL CODES: The Weasel Man from Bendigo sends in these codes.

Level 2: **DLTC**
Level 3: **MWSX**
Level 4: **TPST**
Level 5: **JFDN**
Level 6: **B5HK**
Level 7: **HKFL**
Level 8: **SKTR**
Level 9: **SKMD**
Level 10: **DRFT**
Level 11: **SKNN**
Level 12: **MWFX**

LOST VIKINGS

LEVEL SELECT: We get so many level codes for this game sent to us you wouldn't believe! Fortunately, The Weasel has sent us a handy level select cheat which is much easier to type out than pages of passwords! On the title screen press and hold **X, Y, A and B** simultaneously.

STREET RACER

SUPER START: On the first green light hold **B** then use the front attack and you will waste everyone in front of you and go straight to first place. Keith Chappell sent this tip in, and he also sent in this shortcut. On Susuzu 3 there is a gap in the wall after the lake which lets you skip a hairpin.

SUPER BATTLESHIP

LEVEL CODES: Playing Battleship on a Super NES?! Bradley Dell seems to think it's a good idea and he sent us a list of level codes.

Level 2: **C31D5**
Level 3: **32FH42**
Level 4: **7159BG**
Level 5: **0007207**
Level 6: **BDFGHF4**
Level 7: **012745F**
Level 8: **F2F406F8**

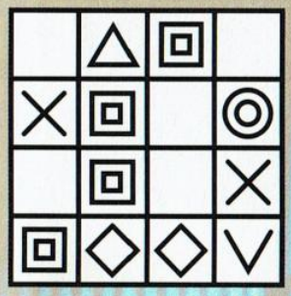
CANNON FODDER

LEVEL CODES: Norman Tam of New Zealand sent us this almost complete list of level codes for this cool game. Almost? Well, Norman warns us that the code for level 23 may not work, so could someone please send us one that does?

Level 2: **BCBCY**
Level 3: **SCSDX**
Level 4: **CDBGW**
Level 5: **TDSHT**
Level 6: **HGDK**
Level 7: **SGPLR**
Level 8: **GHBNP**
Level 9: **XHSPN**
Level 10: **LKDRL**
Level 11: **WKPSK**
Level 12: **NLDTH**
Level 13: **XLPWG**
Level 14: **LNBXD**
Level 15: **BNSYC**
Level 16: **NPBZP**
Level 17: **BPSZZ**
Level 18: **SRGBY**
Level 19: **HRXCX**
Level 20: **TSGDW**
Level 21: **CSRGT**
Level 22: **STCHS**
Level 23: **GTTKP**

BIKER MICE FROM MARS

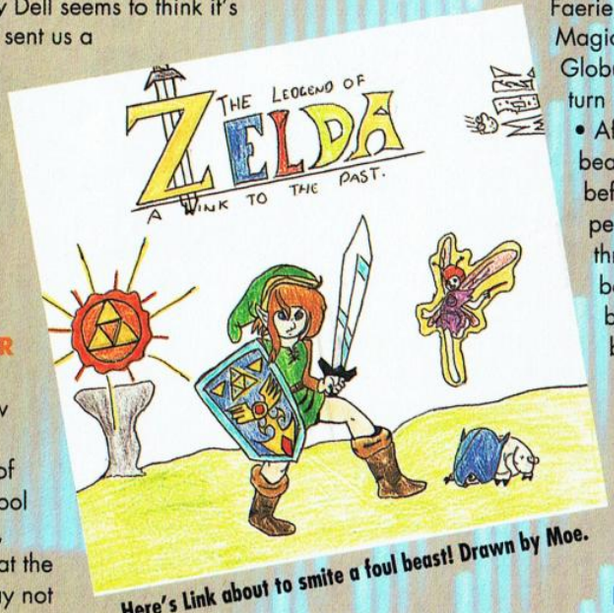
PASS CODE: By using this pass code you get $30,000! It was sent in by the Xombie!



ZELDA III: A LINK TO THE PAST

JUICY CHEATS: Here's a couple of juicy little cheats from Michael "Moe" Oliver.

- If you are ever in a palace low on energy and you need a Faerie, sprinkle Magic Dust on a Globules and it will turn into a Faerie.
- After you have beaten a palace, before you get the pendant/crystal throw your boomerang and before it gets back to you pick up the pendant/crystal and you will get a surprise!



Here's Link about to smite a foul beast! Drawn by Moe.

JUDGE DREDD

LEVEL CODES: Brent Burleigh offers these four codes for the Jimp Stallone game.

QBGB
FCWZ
DXHG
YGRZ

SUPER PUNCH OUT

BEATING NICK BRUISER: Possibly the toughest opponent you'll have to face in Super Punch Out, Mr Bruiser, Sir, as you are best advised to address him should he meet you in a dark alley, is easy to beat once you know the way. Now pay attention and learn, young grasshopper!

- When you catch Nick with a move and counter punch you'll need to follow up with combos of left, right, left, right.
- If you just move and counter with Nick you're going to run out of time, so continue to throw punches constantly and you should land most of them. When he blocks one of your punches, stop punching and get ready to move and counter.
- When Nick does his jump attack, counter it by dodging left, then ducking his one-two punch and come up punching high.
- Nick also has a deadly high-low combo that damages you even if you block it, so don't try blocking every punch. Punch back between each block (ie. block, punch, block, punch, etc).
- Sometimes you'll throw a punch at Nick that makes him mad. When this happens, be ready to dodge out of the way because Nick will try to break your hand. When he breaks one or both of your hands, your glove will glow in pain and you will be temporarily unable to punch with that hand.

ACTION R·E·P·L·A·Y CODES

NES

This month's NES Action Replay codes were provided by Adrian Pursey of Qld.

MEGA MAN 3
0000 AE03 - Unlimited lives.

CHIP 'N' DALE RESCUE RANGERS
0005 B682 - Unlimited lives.

DOUBLE DRAGON II
0004 3203 - Infinite lives player one.

PROBOTECTOR
0000 3203 - Infinite lives player one.
0000 AA1X - Change X to different numbers for different weapons.

TERMINATOR 2
0007 1C38 - Infinite energy.
0007 1D04 - Infinite lives.

SUPER NES

FINAL FIGHT
Here's some codes from Mathew Andrews of Western Australia.
7E00 6E05 - Infinite lives.
7E0D 1450 - Invincibility.

FINAL FIGHT 2
More codes from Mathew Andrews.
7E10 6D8D - Player one's energy bar stays full.
7E11 258D - Player two's energy bar stays full.
7ED8 6399 - Stops the clock.
7E10 5BXX - Changing **XX** changes player one's colours.
7E11 13XX - Changing **XX** changes player two's colours.
7E10 79FF - Player one kills enemies with one hit.
7E11 31FF - Player two kills enemies with one hit.

GODS
More codes from Mathew Andrews.
7E01 DB0X - Gives you **X** number of lives.
7E01 56FF - Over 65,000 money.
7E01 57FF - Silly money.
7E01 5318 - Unlimited energy.

SIM CITY
More codes from Mathew Andrews.
7E03 F50X - Replace **X** with **1-F** for permanent gifts.
7E0B 9DF9 - Free industrial, commercial, residential, park, road and rail.
7E0B 9E4E - Infinite money.

SUPER OFF ROAD
More codes from Mathew Andrews.
7E06 1B06 - Infinite nitro.
7E06 2706 - Full speed-ups.
7E06 2306 - Full tyres.
7E06 2B06 - Full shocks.
7E06 1F06 - Full acceleration.
7E05 6313 - When switch is enabled your money increases rapidly.

TOP GEAR
More codes from Mathew Andrews.
7E1E 63A7 +
7E1E 65A7 - Use both codes for infinite fuel.
7E0D 0802 - Changes the background colour.
7E1E 6C03 - Infinite nitro for player one.
7E1E 6E03 - Infinite nitro for player two.

ZELDA 3
More codes from Mathew Andrews.
7EF3 6E80 - Unlimited magic energy.
7EF3 4332 - 50 bombs.
7EF3 7447 - All pendants.
7EF3 4001 - Gives you the bow.
7EF3 4101 - Gives you the boomerang.
7EF3 4201 - Gives you the hookshoot.
7EF3 4501 - Fire rod.
7EF3 4A01 - Magic lamp.
7EF3 4E01 - Book of Mundora.
7EF3 5301 - Magic mirror.
7EF3 5501 - Pegasus boots.
7EF3 5701 - Moon pearl.
7EF3 7746 - 70 arrows.
7EF3 6D50 - Ten hearts.
7EF3 6DA0 - Infinite energy with 20 hearts. Allows you to shoot with master sword.
7EF3 4401 - Magic dust.
7EF3 4601 - Ice rod.
7EF3 4B01 - Magic hammer.
7EF3 5101 - Cane of Byrnia.
7EF3 6398 - Unlimited money.
7EF3 7A7F - Gives you seven crystals.
7EF3 4X71 - Change **X** to get different weapons.

HARLEY'S HUMUNGOUS ADVENTURE
Here's a few codes from James Craigie of Qld.
7E24 B803 - Infinite lives.
7E1C 3B1E - Infinite time.
7E24 BA06 - Infinite energy.

JURASSIC PARK
A few more codes from James Craigie.
7E04 0555 - More dinosaurs.
7E02 9510 - Infinite ammo.

TIME TRAX
A few handy codes from Avan Stallard of WA.
7E14 C303 - Infinite lives.
7E14 B930 - Infinite Time Stalling.
7E14 B504 - Infinite energy.

GAME GENIE CODES: GAME BOY

MORTAL KOMBAT II
Here are some codes from Lee Kin Wai who lives all the way out on Christmas Island!
0F1 57F F72 - 15 continues.
00C 55B E6E - Infinite time.
006 2EB E6E +
000 IFA 3B7 - Player can't move from floor. Use both codes.
F40 E89 2AE - Normal punch does more damage.

GAME GENIE CODES: SUPER NES

The following Game Genie codes for Super NES come from Mark Hale of WA.

THE INCREDIBLE HULK
DBBD CD6F - Start with nine lives.
DDB2 1F0F - Start on level 2.
4DB2 1F0F - Start on level 3.
0DB2 1F0F - Start on level 4.
6DB2 1F0F - Start on level 5.
F0BC 173B - Get 20 shots from gun.

INDIANA JONES' GREATEST ADVENTURES
C2B4 4D64 - Infinite energy.
DBC7 CF0F - Start with nine grenades.
3CAB CE82 - Infinite continues.

SAMURAI SHODOWN
DFE1 876D - One hit will max out a character's POW meter.

FATAL FURY 2
DD7E 7FDD - Infinite time.
6D7D 54AD - Infinite energy for player one.

ILLUSION OF TIME
C2A5 44A2 - Infinite energy.
D98F 4F0C - Less charge time for psycho dash.
D98B 4DDC - Less charge time for dark friar.

DONKEY KONG LAND™

GAME BOY PLAYER'S GUIDE

Donkey Kong Land is the most impressive Game Boy platformer around. It looks incredible and plays super smooth - better than Donkey Kong Country in some cases! Now here's the official player's guide, which covers all the secrets, how to get the best times and defeat the bosses. All you have to do is have fun playing the game!

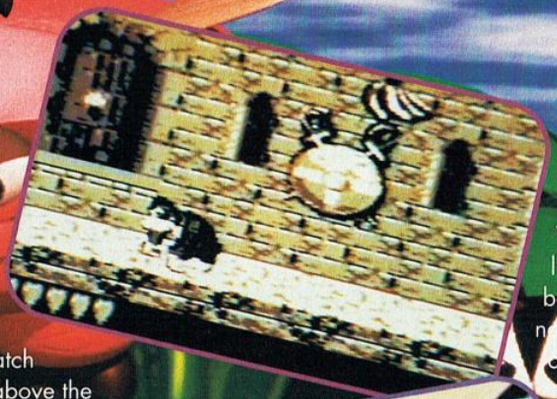
GANGPLANK GALLEON

World 1

Halfway through this stage there is a secret rope to climb. It's found by jumping down from the trees. A truck load of bananas are waiting for collection above the trees, but require the use of a rolling jump to reach. Rambi discovers a secret cavern, but it's waterlogged so he can't enter. No matter, just have DK swim quickly to snatch the life balloon.

World 2

There is a life balloon at the beginning of this stage, just to the right of the start point. The thing is DK has to run in order to catch hold of it! A barrel hovers above the declining slope, and requires a run up to reach. It fires DK off into a bonus room where two life balloons sail up the screen. A secret barrel lies low beneath the 'O', between the ropes.



World 3

The biggest secret on this stage is where to find the letter 'N'. Well, the question mark near the exit is the clue: It's located beneath the pathway. Midway through the level a barrel propels DK across the screen. There's also a life-up cannon bonus room nearby. On world 3 a Kremling's head is used to spring DK onto the tree-tops, where bananas and DK tokens are floating. Finally, unearth the secret rope using the weight of DK's fall from the swing.

to the left, mid-way up the ship's mast.

World 7

Watch out for the barrel between two glaciers! It springs DK to a room containing the

letter 'O'. At the end of the world, instead of diving into the first exit he comes to, DK is better leading off to the right. A stash of bananas plus a secret exit are waiting there for him.

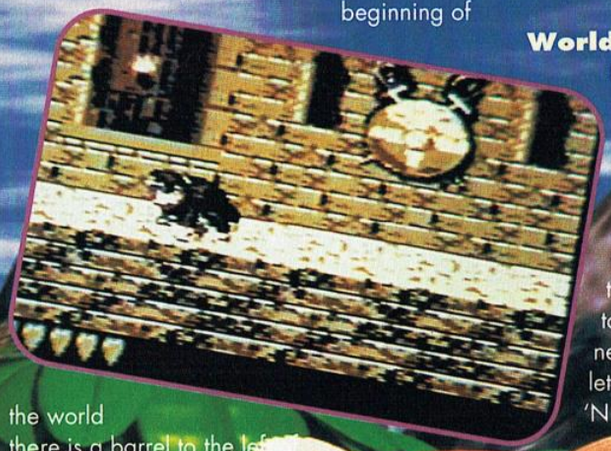
World 8

At the beginning, as DK is being

lifted across the gap on the rope, look out for the cannon-barrel at the bottom-right of the screen. It takes DK to a secret area on Gangplank Galleon, stacked with tokens. Use the steel keg midway through the hill side, though it's nothing more than a time saver. Later on, use the DK

World 4

Gangplank Galleon is awash with secrets! At the very beginning of the world there is a barrel to the left of the deck. It shoots DK over to the right then upwards, just in time to snatch a life balloon floating up there. At the very top left of the mast there is a barrel which leads to Expresso's bonus stage. The reason for all this trouble is to obtain the barrel of TNT, that is used to blow the road block.

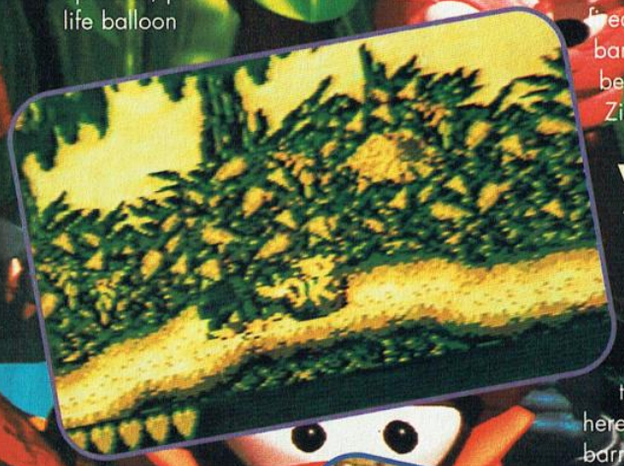


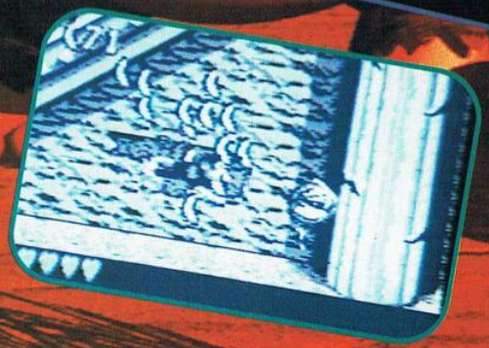
World 5

Below and to the left of the start point there is a secret barrel. It takes DK to a bonus room full of bananas. The underground rope in this stage is right after the series of Kremlings that are used as a spring board to give DK the height he needs. The letter 'N' is snatched after being fired from a barrel beside a Zinger.

World 6

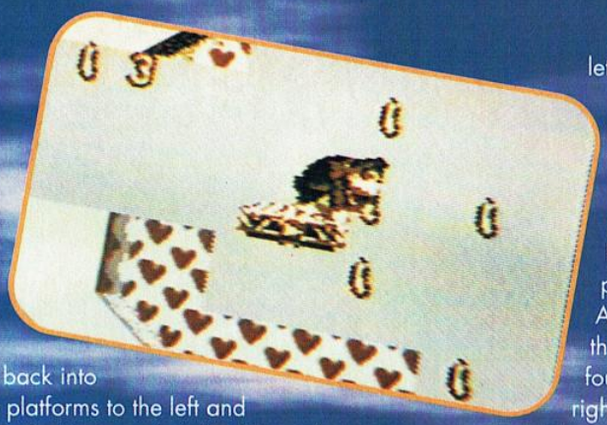
As soon as Hogwash - the pig - is spied, have DK double back. Use Hogwash to bounce DK onto the pillar to his left. Up here there is a barrel that fires the ape right across the screen to the first save point and the letter 'K'. Another trick using these pillars is found later on, where a leap from the highest point crashes DK through a trap door where a rope waits to uncoil. The best kept secret is the barrel located





barrel against the annoying buzzard on the hill top.

chances, so he has to remain on top - literally. Use DK's feet to stomp Manta Ray back to its senses, and back into the sea. The platforms to the left and right of the deck give more height. Oh, and mind Manta Ray's swooping attack!



letter 'K' is hiding. By keeping to the sides of this passageway, DK stays out of Nemo's reach. A tight squeeze gets DK past three Nemos who are protecting the letter 'N'. At the end of this world there is a secret exit, found by swimming to the right of the first. It is a chance for Kong to stock up on DK tokens and bananas.

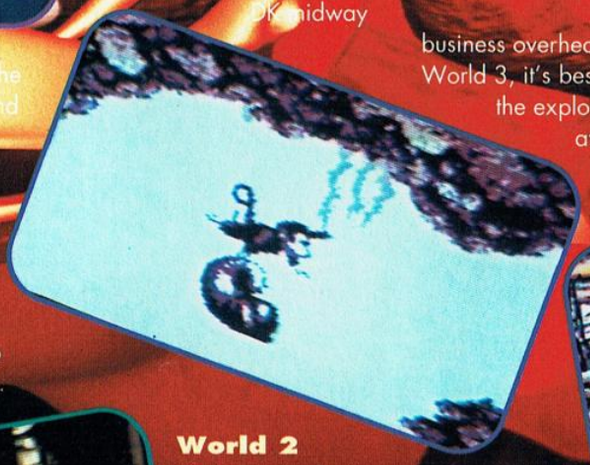
World 9

The barrel at the beginning of this stage is good for two things. Aim DK to the right and he collects his partner. Guide him left and another barrel fires him away to a bonus room. Make sure he has enough tokens though, as this is a barrel/button scenario! Another secret barrel is hidden below the usual play area when firing DK through the series of barrels. Fire DK low instead of high to find the letter 'N' of his KONG-tinue.

KREMLANTIS

World 1

Use the steel keg at the beginning of World 1 to make some lovely Kremling Krush for the summer. Later, ensure DK catches hold of the life balloon - again, it requires a quick burst of speed. The tire here is used to bounce DK up the slope. Obvious, really! Kambi is looking forward to meeting DK midway through the stage. Find him by locating this barrel, placed low between these two platforms.



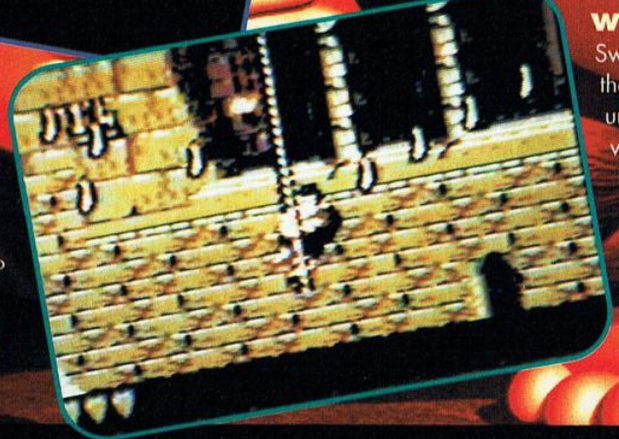
World 3

At the beginning of this world DK claws through the seaweed to find a stash of tokens and bananas. However, the most rewarding secret [illegible] is found be[illegible] the 'N', where an extended passageway is stacked with bananas and tokens. It also serves as a shortcut that avoids some very tricky business overhead. As room is so tight in World 3, it's best to have Diddy carry out all the exploration. He's especially great at ducking into hollows to escape Fangfish!

BOSS

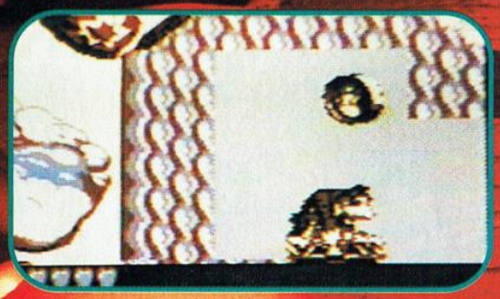
Manta Ray

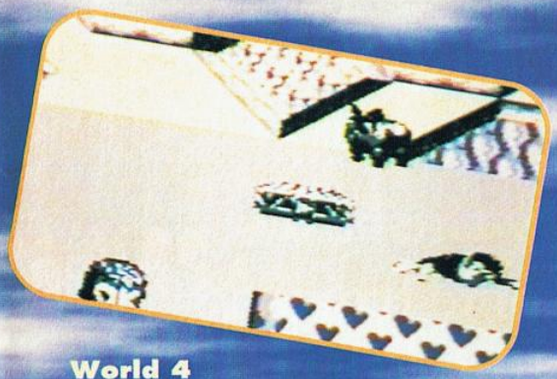
Old K. Rool has this fish hypnotised to think it can fly. Problem is it can! One touch of its ESP charged body is enough to ruin DK's



World 2

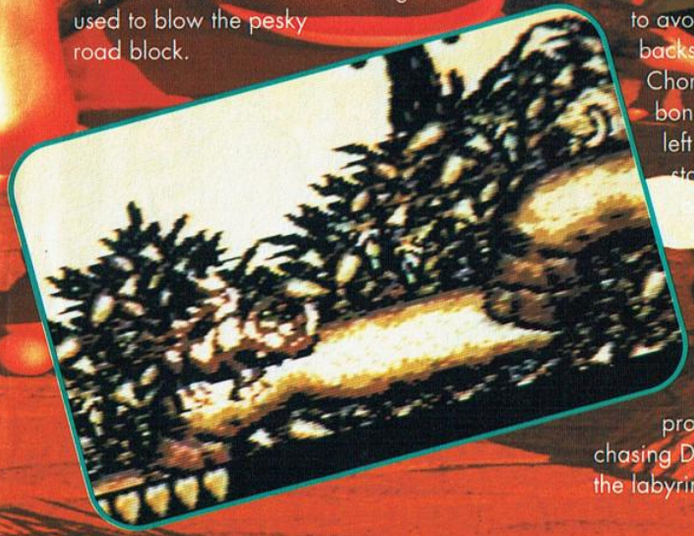
Swim upwards at the start of this underwater world to find the DK barrel. Nemo hovers suspiciously above a passageway where the





World 4

There's only one tricky area in World 4 - aside from the pesky Slippas that slither all about. Actually the Slippas are reluctant partners to DK's next cunning scheme! Rare no doubt intended that DK use the TNT barrel to clear the snake basket out of the way, to uncover the tyre beneath. However the secret world above is just as easily accessed by pouncing on a snake as it leaps from its basket. The letter 'O' is placed just above the exit barrel of the cloudy bonus area. The explosive collected from this stage is used to blow the pesky road block.



World 5

For the sake of fetching the explosive barrel, necessary for clearing the road block, World 5 is the trickier option. Though DK may make it through to the end, saving his progress with a KONG [illegible] isn't so easy. Search the passages beneath the [illegible] find the letter 'O' and 'N'. When challenged by the shoal of four fish, be sure to keep DK central while lightly tapping the swim button for speed.

World 6

The reef is where the Chomps and Fangfish family have chosen to hang out. Unlike the smaller fish, these hunters swim in less predictable ways, so DK dummies them to avoid having his backside munched! Chomps is guarding some bonus items toward the top left of the play area, at the start of the world. Fangfish occupies too much space in the narrow tunnels. But is it Nautilus who presents the biggest problems, chasing DK throughout the labyrinth daring him to make the smallest mistake! Nautilus also obstructs a secret cavern containing valuable DK tokens. Only those brave enough to lure him away can claim them.

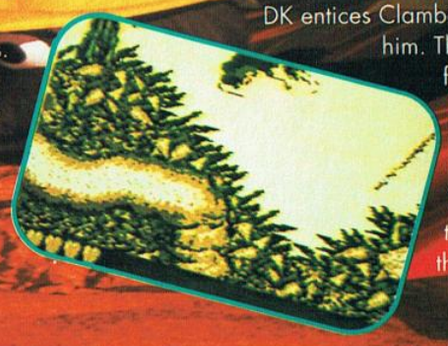
World 7

Once DK has Swirlwind under his command, World 7 is wide open to him. Swirlwind bounces DK up to free his partner near the beginning of the area. The letter 'N' is awkward to reach, unless DK lures Swirlwind to the left before jumping into the crevice. A secret stash of bananas is reached from the back of Swirlwind. So too is the world's biggest secret - a bonus stage full of bananas, and one extra life.

BOSS

Clambo!

DK entices Clambo into spitting a pearl at him. The trick is to tread water in front of the pearl, then move out of the way so the valuable little missile is bounced right back. So long as DK is careful never to float around the centre of the area, he is safe.



NOT THE NEXT ISSUE!!!

Yoshi's Island is being hailed as potentially the best game to ever come from the R&D labs of Nintendo Japan, and after last month's special feature everyone's dying to see more. We mentioned last month that Yoshi could morph into five different forms of transportation, and here they are:

More Yoshi-related hijinks shall commence on Wednesday, October 18th.

STAR WARS

SITH WAR

The Dark Lords of the Sith story continues

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